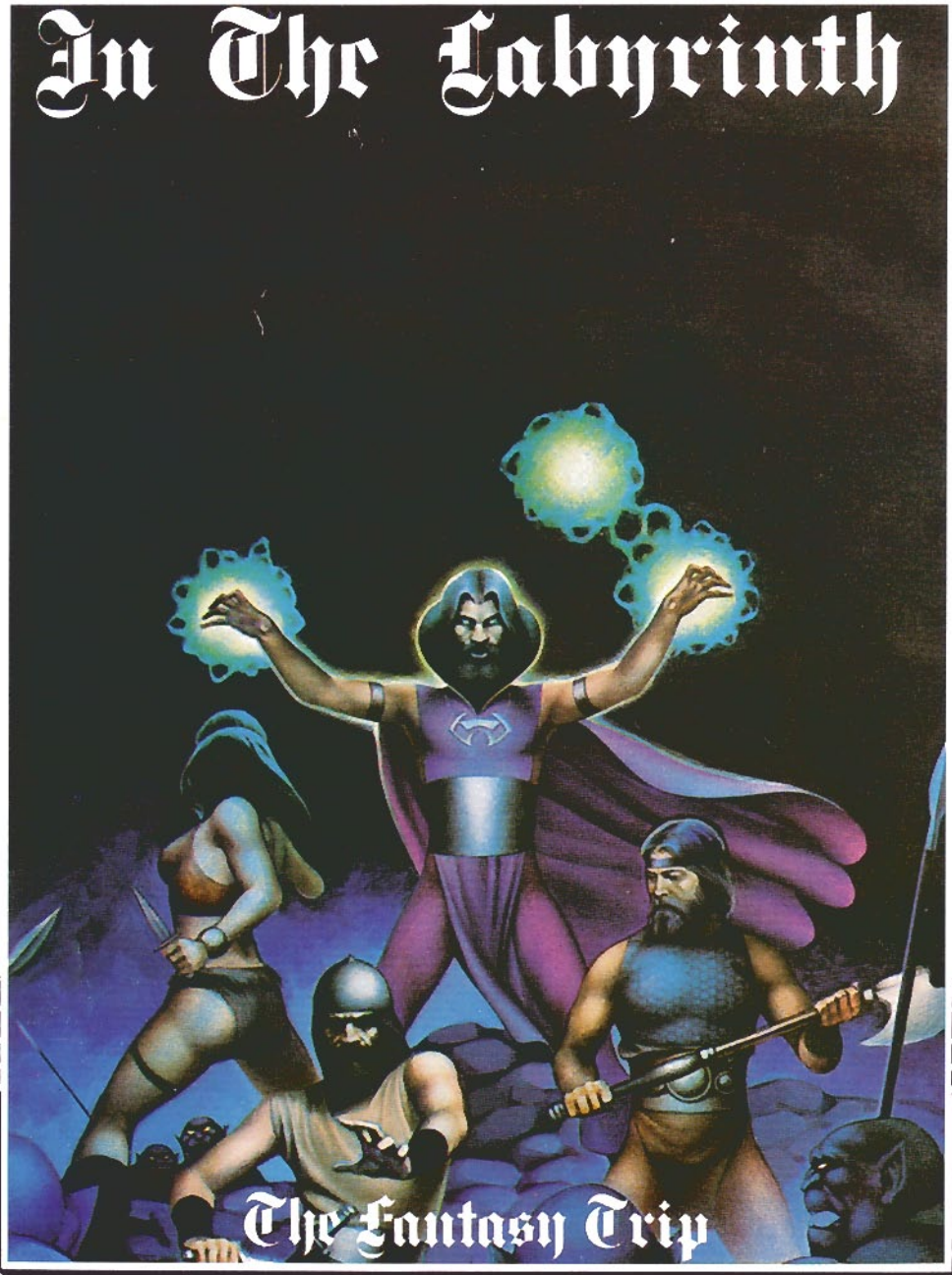
WHITE DWARF

THE SCIENCE FICTION & FANTASY GAMES AND MINIATURES MAGAZINE

No. 23
Feb/Mar 1981
75p

U.S.A. $2.50
Canada $2.50
Australia $2.50
Printed in England

In The Labyrinth



WHO?
Our everyday self handles life's humdrum. But an heroic adventurer lives within us all and can escape in imagination. Discover who you are in *The Fantasy Trip*.

WHAT IS THE FANTASY TRIP?
The Fantasy Trip is a role-playing game system in which players act out the role of their alter-egos. With a Game Master's guidance, players meet monsters, danger, romance, magic and mystery. *The Fantasy Trip* explains play in easy progression through a set of integrated modules.

WHY IS THE FANTASY TRIP THE ONE FOR YOU?
The test of a role-playing game is its ability to free your imagination. *The Fantasy Trip* accomplishes this through rules structured on clearly defined and logically related concepts. These rules are a positive play aid! Since *The Fantasy Trip* wasn't the first fantasy role-playing game invented, it just had to be better.

IN THE LABYRINTH is the first Game Master's module. It lets you create worlds and guide characters on adventures. Included are Hero Talents and copiable play aids. You will also need MicroGames Nos 3 – *The Fantasy Trip: Melee* and 6 – *The Fantasy Trip: Wizard,* or the expanded modules *The Fantasy Trip: Advanced Wizard.* for playing magic and combat **£3.50**

ADVANCED MELEE expands *Melee's* basic combat system by introducing aiming, aerial and water combat and more for greater reality and options **£3.50**

ADVANCED WIZARD expands *Wizard's* basic magic system, with more spells, magic items, spell research, etc **£3.50**

TOLLENKAR'S LAIR is a ready to play labyrinth, complete with maps, notes, history etc. for a whole series of adventures. . . **£2.25**

The Fantasy Trip
LEADS THE WAY

Available from your local fantasy games shop, or, if any difficulty is experienced, direct by mail from: GAMES WORKSHOP LTD. Mail Order Department, 17/18 Hythe Road, London NW10. Tel: 01-960 4775.

SHOP: 1 DALLING RD., HAMMERSMITH, W6
TEL: 01-741 3445
MON–SAT 10.00-5.30

GAMES WORKSHOP LTD

SHOP: 6 ST JAMES'S SQ MANCHESTER, M2
TEL: 061 832 6863
MON-SAT 9.30-5.30

ALL MAIL ORDERS TO: 17/18 HYTHE RD., LONDON, NW10 6RT. TEL: 01-960 4775. ACCESS & BARCLAYCARD WELCOME. MAIL ORDER CHARGES: UK—Please add 50p p&p (minimum 10p) for orders under £4.00. Orders over £4.00 post free. OVERSEAS: Please add 33% on all orders. ORDERS DESPATCHED WITHIN 7–14 DAYS UNLESS OTHERWISE ADVISED. **TRADE ENQUIRIES WELCOME.**

DUNGEONS & DRAGONS

The original – and still the best – fantasy role-playing game. Players adventure in unknown caves for treasure guarded by monsters and magic. The Basic Set is recommended for beginners. For experts, there are Advanced rulebooks, plus various aids and accessories.

BASIC BOXED SET £7.50
Basic Rulebook £3.50
ADVANCED D&D: Monster Manual £7.95
Players Handbook £7.95
Dungeon Masters Guide £9.95
Deities & Demi-Gods £7.95
WORLD OF GREYHAWK: Map and stats of world in which the modules are sited. . £6.50
MODULES – MODULES – MODULES
Ready-to-play scenarios for bold adventurers:

G1: Steading of the Hill Giant Chief . . £2.25
G2: Glacial Rift of the Frost Giant Jarl . £2.25
G3: Hall of the Fire Giant King £2.50
D1: Descent into Depths of the Earth . £2.50
D2: Shrine of the Kuo-Toa £2.50
D3: Vault of the Drow £2.95
Q1: Queen of the Demonweb Pits £3.95
S1: Tomb of Horrors £2.95
S2: White Plume Mountain £2.50
S3: Expedition to the Barrier Peaks . . £4.95
B1: In Search of the Unknown £2.50
B2: The Keep on the Borderlands £3.00
T1: The Village of Hommlet £2.75
C1: Hidden Shrine of the Tamoachan . £3.50
A1: Slave Pits of the Undercity £2.95
COMING SOON – COMING SOON
A2: Secret of the Slavers' Stockade . . . Soon
C2: Ghost Tower of Inverness ..... Soon

NEW – NEW – NEW – NEW – NEW – NEW
MINI-GAMES – MINI-GAMES – MINI-GAMES
New games in compact format from Steve Jackson, inventor of **Ogre** and **The Fantasy Trip**. Each game contains map-sheet, die-cut counters and rules.
Kung Fu 2100: A tongue-in-cheek martial arts game, originally published in *The Space-Gamer* issue 30. Kung Fu hero attempts to raid and destroy the headquarters of a mad scientist and his clone vats £1.99
Raid on Iran: Topical fast-moving game which gives you the chance to do better than Jimmy Carter and mount a raid on the US embassy in Tehran to free the hostages £1.99
One-Page Bulge: A title that speaks for itself. A compact recreation of the famous Ardennes offensive of 1944 ..... £1.99

BOXED SF BOARD GAMES
Asteroid: Explorers battle berserk computer brain on asteroid mining station £4.50
Dark Nebula: Strategic interstellar combat with eight astromorphic maps £4.50
Imperium: The much acclaimed game of star empires at war £8.50
War of the Worlds: The Martians invade! Closely follows the classic novel £7.50
Stellar Conquest: Space exploration, production and conflict for 2-4 players £8.95
Godsfire: Politics/economics/star war . £11.95
Marine: 2002: Lunar tactical combat . £11.95
Ultimatum: Nuclear tactical diplomacy. £8.50
Time War: Tactical level game set in the future when forces time hop to change history. £9.45
Starfall: Galactic emperors must expand by exploration, wars and development. . . £9.45

NEW – NEW – NEW – NEW – NEW – NEW
BOXED GAME – BOXED GAME
Quirks: Quirks are hilarious looking plants and animals that you will create in this game of unnatural selection. You must evolve your creation so that it will adapt to varying climatic conditions and prevail. Through icy wastes, dry steppes, scorching deserts, steamy jungles and oceans you must constantly produce traits to enable you to survive and become the dominant species. Versatility, bluff, luck, strategy will all be needed to force rivals into exstinction. From the same stable as **Cosmic Encounter**, this game is for 1-4 players (solo rules). Full-colour £8.50
Quirks Expansion Kits: Each kit contains 36 new, full-colour traits and climatic ratings:
Kit 1 ..... £3.95 Kit 2 ..... £3.95

TUNNELS&TROLLS-TUNNELS&TROLLS
Tunnels & Trolls: The well-known fantasy role-playing game that has a fine complement of scenarios and solo adventures. All you need to play detailed in one handy rulebook £3.50
SCENARIOS – SCENARIOS – SCENARIOS
Dungeon of the Bear 1 ..... £1.25
Dungeon of the Bear 2 ..... £1.25
Dungeon of the Bear 3 ..... £1.25
Uncle Ugly's Underground £1.25
SOLO SCENARIOS - SOLO SCENARIOS
Naked Doom £1.80
Sorcerer Solitaire £1.80
Weirdworld £1.80
Arena of Khazan £2.25
Beyond the Silvered Pane £2.25
Buffalo Castle £2.00
Overkill £2.00

MICROGAMES – MICROGAMES
The top-selling games in the compact format:
Ogre ..... £2.25 Chitin 1 ..... £2.25
Melee ..... £2.95 Warp War £2.95
Rivets ..... £2.95 Wizard £2.95
Olympica ..... £2.25 G.E.V £2.95
Ice War ..... £2.25 Black Hole . . £2.25
Holy War ..... £2.25 Hot Spot £2.25
Sticks & Stones £2.25
Invasion of the Air Eaters £2.25
One World/Annihilator £2.25
Artifact £2.95
Rommel's Panzers £2.95
Ramspeed: Ancient naval warfare £2.95
Stalin's Tanks: WWII tank battles on the Eastern Front £2.95
Dimension Demons: Demons invade planet in true monster movie style £2.95

FANTASY TRIP – FANTASY TRIP
In The Labyrinth: The brand new fantasy role-playing system. This is the GM's module which helps you create worlds and guide characters on adventures. You will also need Melee and Wizard and/or Advanced Melee and Advanced Wizard £3.50
Advanced Melee: Expands the Melee combat system for the Fantasy Trip £3.50
Advanced Wizard: Expands the Wizard magic system for the Fantasy Trip £3.50
SCENARIOS – SCENARIOS – SCENARIOS
Death Test £2.25
Death Test II £2.25
Tollenkar's Lair £2.25
Grailquest £2.95
Treasure of the Silver Dragon: The adventure that leads to a genuine $10,000 treasure £2.95

DUNGEONS & DRAGONS

SCENARIOS – SCENARIOS – SCENARIOS
The Fantastic Wilderlands Series:
City State of Invincible Overlord . . £6.50
City State of the World Emperor . . £8.95
Wilderlands of High Fantasy £6.50
Fantastic Wilderlands Beyonde £6.50
Wilderlands of the Magic Realm £6.50
Wilderlands of the Fantastic Reaches £6.50
First Fantasy Campaign £5.95
Caverns of Thracia £4.50
Verbosh £4.50
Inferno £3.95
Tegel Manor £3.95
Dark Tower £3.95
Book of Treasure Maps 1 ..... £2.95
Book of Treasure Maps 2 ..... £2.99

Belter: Politics, economics & warfare for the mineral wealth of the asteroid belt £8.95
Double Star: Human colonies on binary star system in cultural war for supremacy . . £8.95
Nuclear War: The holocaust made fun. . £4.60
Bloodtree Rebellion: Guerilla war on alien world colonists, vs rebels vs natives. . . . £9.50
Awful Green Things: Little green nasties try to take over spacecraft; wild & crazy. . . £7.00
Colony Delta: Human colonists fight back against alien invaders £7.95
Starfleet Battles: Individual ship actions £9.95
COMING SOON – COMING SOON
Starfleet Battles Expansion Module 1: New cruisers (Federation and alien), Carriers, Tugs, Shuttles, Heavy Cruisers, Monsters and more.
Federation Space: Strategic level game that is complementary to *Starfleet Battles*.

TRAVELLER

Science fiction role-playing in the far future. A few simple die rolls generate your space adventurer and you are off on a journey to the stars in search of fame, fortune and honour. Supplements and play aids are available:
Traveller (Boxed set) £5.95
RULES SUPPLEMENTS:
Mercenary . . . £2.95 High Guard . . £2.95
SUPPLEMENTS:
1001 Characters £1.95 Citizens £1.95
Animal Encounters £1.95
The Spinward Marches £1.95
NEW – NEW – NEW – NEW – NEW – NEW
76 Patrons: 76 patrons and their backgrounds together with an exciting mission set in the Spinward Marches for each one £1.95

OTHER ROLE–PLAYING GAMES
Bushido: The role-playing adventure game set in feudal Japan which provides totally new challenges. All the style and flavour of legendary Nippon £6.95
Bushido Screen: GM's screen & tables . £1.50
Gamma World: SF adventure set in a mutant-ridden, post-holocaust America £7.50
Boot Hill: Hot shots in the Wild West . £7.50
Top Secret: Espionage and world wide plots in the Bond tradition £8.50
En Garde!: Chivalry and swordplay in the age of the Three Musketeers £2.95
Superhero 2044: Comic book heroes. . £3.95
Gangster!: Roaring 20's hoods'n'molls . £6.75
NEW – NEW – NEW – NEW – NEW – NEW
Empire of the Petal Throne: The famous world of Tekumel now back in print . £19.95

Mines of Custalcon £2.95
The Maltese Clue £2.95
Treasure Vaults of Lindoran £2.99
Portals of Torsh £2.99
Of Skulls and Scrapfaggot Green £2.95
Modron £2.50
Survival of the Fittest £2.50
GenCon IX Dungeons £2.35
Operation Ogre £2.25
Thieves of Badabaskor £1.99
Citadel of Fire £1.99
Frontier Forts of Kelnore £1.99
Under the Storm Giant's Castle £1.99
Sword of Hope £1.99
Tower of Ulission £1.99
Temple of Ra Accursed by Set £1.50
Escape from Astigar's Lair £1.50
The Dragon Crown £1.25

FANTASY BOARD GAMES
The Beastlord: Game of fantastic encounters set in mystic world. Strategic and tactical map sheets, over 600 counters + more . . . £10.95
Mythology: 2-10 player game that allows players to assume the mantle of a Greek God and influence mortal heroes and monsters. Already hailed as a classic £11.95
Darkover: On an alien world, telepathic humans control elemental energies. Players engage in fierce and hilarious psychic conflict Short rules, full-colour, skilful and fun . £8.50
Divine Right: Multi-player game involving diplomacy, role-playing combat, fast-changing events, fragile alliances and potent magic as players battle to rule the world £7.95
Dungeon!: The board game of fantastic adventure in dark labyrinths £7.50

TRAVELLER ADVENTURES (Scenarios):
Kinunir £2.50
Research Station Gamma £2.50
Shadows/Annic Nova (Double adv.) . . . £2.50
NEW – NEW – NEW – NEW – NEW – NEW
Twilight's Peak: From a clue in an old worn book, the adventure leads across the sector to a century-old treasure – or death!. . £2.95
Bright Face/Mithral: A double adventure: one is a trek across the scorching surface of a desolate mining planet while pursued by rebels; the other is a survey mission after being stranded on a strange planet £2.50
Leviathan: In the Outrim Void, beyond the Imperial border, and beyond the law, Leviathan – a merchant cruiser – explores a barely charted subsector for new markets and personal fortunes £2.50

RUNEQUEST

RuneQuest: The new boxed version of the popular fantasy role-playing game set in the world of Dragon Pass! – Full-colour box contains rulebook, Apple Lane Scenario, Fango (book of monsters), basic role-playing booklet plus character sheets and dice £13.95
SCENARIOS – SCENARIOS – SCENARIOS
Ballastor's Barracks £1.95
Apple Lane £2.95
Snake Pipe Hollow £3.50
Broken Tree Inn £2.95
Duck Tower £4.50
Hellpits of Nightfang £1.99
NEW – NEW – NEW – NEW – NEW – NEW
City of Lei Tabor: Complete city with inns, temples, citizens, politics, adventures . £4.95

PLAY AIDS – PLAY AIDS – PLAY AIDS
Dungeon Floor Plans £2.99
D&D Character Sheets (pad of 50) . . . £1.99
D&D Hex Sheets (pad of 50) £1.99
DM's Screen . . £4.25 *Judges Shield . £1.75*
Rogues Gallery (Non-player characters) £3.50
Player Character & Adventure Folder . £2.95
Non-player Character Records £2.50
Village Book 1 £1.99 Village Book 2 £1.99
Islands Book 1 £1.99 Castles Book 1 £1.99
Campaign Hex System £1.99
Fantasy Cartographer's Fieldbook . . . £2.99
Treasury of Archaic Names £3.50
Sea Steeds and Wave Riders £5.25
Dungeon Tac Cards £2.95
Ready Reference Sheets £1.99
NEW – NEW – NEW – NEW – NEW – NEW
DM's Adventure Log £2.95

Knights of Camelot: As the knights of legend, players quest for honour and chivalry . . £7.50
Elric: Michael Moorcock's *Elric of Melnibone* as a game. Full-colour map, die-cuts, etc. £8.50
Snit's Revenge: First published in the *Dragon*. Wacky snits invade the bolotomus . . . £7.00
Stomp!: Minigame; elves go scrumping in the giant's orchard. Giant goes *STOMP!* . . £2.25
Middle Sea: Meditteranean, Middle Ages, war & economic rivalry between empires . . £12.45
Hammer of Thor: Build an army of Gods, giants, dwarfs and elves, in multi-player role-playing game of Norse Mythology. . . £14.95
NEW – NEW – NEW – NEW – NEW – NEW
Dragon Pass: Formerly *White Bear & Red Moon*. The classic fantasy boardgame now in full-colour boxed edition. Infantry, cavalry, deities, monsters and magic £10.95

GAMES COMPATIBLE WITH TRAVELLER
Separate games that also expand **Traveller**:
Mayday: Tactical starship combat £4.50
Snapshot: Onboard, man-to-man combat £5.95
Azhanti High Lightning: Multi-scenarioed, man-to-man combat on Azhanti class starship with deck plans, die-cuts, history, etc. . £14.95
PLAY AIDS – PLAY AIDS – PLAY AIDS
Traveller Referee's Screen £1.75
Traveller Logbook £1.99
Starships & Spacecraft: Deck plans . . . £4.25
SCENARIOS – SCENARIOS – SCENARIOS
Tancred: Adventure among rebel forces £4.50
Dra'K'ne Station: Mission inside asteroid £3.50
The Darthanon Queen: Save the ship from mutiny, sabotage and alien monster . . £2.50
MAGAZINE – MAGAZINE – MAGAZINE
Travellers Journal (No.6): Quarterly mag £1.35

PLAY AIDS – PLAY AIDS – PLAY AIDS
RuneQuest Rulebook £7.95
Trolls & Trollkin £1.50
Scorpion Men & Broos £1.50
Militia & Mercenaries £1.50
Foes £7.95
RuneQuest Shield £1.99
Cults of Prax: Cult-by-cult guide to the basis of RuneQuest magic. History, references, illustrations and maps. A key document £7.95
NEW – NEW – NEW – NEW – NEW – NEW
The Gateway Bestiary: Monsters from legend & literature to expand your campaign. . £4.50
Plunder: 640 pre-generated treasure hoards plus 43 magical treasures of Glorantha . £3.95
Runemasters: 45 Rune Lords, Priests and Lord-Priests of the cults complete with spells, experience, bound-spirits, treasure etc . £3.95

ESDEVIUM GAMES

LOW COST MAIL-ORDER SPECIALISTS

SHOP OPEN: 10.00 – 1.30. 2.30 – 5.10 on Mon, Tues, Thurs, Fri. 9.15 – 5.15 on Saturday

- **Our NEW SHOP is now OPEN !**
- **Come & see the BIGGEST & BEST Selection of Games, Rules & Accessories in the South**

CITADEL, RAL PARTHA & LEVIATHAN
Fantasy, Science Fiction and Gangster miniatures at manufacturers prices p&p 10% [12p min. – 90p max] Overseas p&p 30% [50p min.]

Science Fiction

Dune (AH) B,R £10.95
† Starfall (Yaq) B £9.45
† Timewar (Yaq) B £9.45
† Starfire, Asteroid 04 (TF) £2.90
† Cerberus £2.90
Starfleet Battles (TF) £9.95
Mayday (GDW) £4.50
* Dark Nebula (GDW) £4.50
* The Awful Green Things from Outer Space £5.50
* John Carter of Mars (SPI) £12.90
† Imperium (GDW) £8.40
* Asteroid (GDW) £4.50
* Kung Fu: 2100 (SJG) £2.00
* Time Tripper (SPI) £4.50
* Galactic Grenadiers (RP) £9.95
Double Star (GDW) £8.95
* Bloodtree Rebellion (GDW) £9.50
* Final Frontier (RP) £9.95
* Starfire II (TF) £2.90
* Robots (TF) £2.90
* Space Opera (FGU) R, Bxd £9.75
Warpwar, Ice-War, Chitin, Rivets, Ogre, Olympica, Black Hole, Holy War, Invasion of the Air Eaters (MGC) £2.20 each
* Artifact (MGC) £2.75
† Cosmic Encounter £8.50
† CE Expansion Kits 1 - 5 £3.00 each
GEV (MGC) £2.20
Warriors of the Green Planet Trilogy £8.90
Creature ... Sheboygan, Vector 3, Titan Strike, Stargate (SPI) £2.95 each
† Darkover (EON) £8.50
One World / Annihilator, Hotspot (MGC) £2.20 each
Stellar Conquest £8.95
Godsfire £11.95
* Intruder (TF) £2.90
* War of the Worlds (TF) £7.50
* Dr Who (GW) £6.95
* Freedom in the Galaxy (SPI) £11.95
Battlefleet Mars (SPI) £9.50
Starship Troopers (AH) £10.95

SF – Traveller R, S (GDW)

† Basic Rules Set £5.90
Mercenary, Highguard £2.95 each
1001 Characters, Animal Encounters
Citizens, Spinward Marches £1.95 each
Kinunir-Scenario £2.50
* Leviathan £2.45
Logbook £2.04, Screen £1.90
Starships & Spacecraft £4.50
Traveller Journal £1.50
* Azhanti High Lightning £14.90
* Research Station Gamma £2.45
* Shadows/Annic Nova £2.45
* Tancred (JG) £4.50
* Dartanon Queen (JG) £2.50

SF -- Other Games

Starships & Spacemen (FGU) R £4.20
Space Patrol (LZ) R £4.20
Spacefarer's Guides £5.00 each:
(to the Planets: Sectors I & II, to Alien Races, to Alien Monsters)

Fantasy -- Role Playing

Dungeons & Dragons R

Basic Set £7.50, Rule book £3.50
† Monster Manual £7.95 (Softback) £5.90
† Players Handbook £7.95 (Softback) £5.90
† Referees Guide £9.95
* Deities & Demi-Gods £7.95
Dungeon Module G1, G2 £2.25 each
G3, D1, D2 £2.50 each
D3, £2.75, S1, B2 £3.00 each
B1 (Introductory) £2.50
S2 – White Plume Mountain £2.70
T1 – Village of Hammlet £2.90
C1 – Shrine of Tamoachan £3.50
S3 – Expedition to the Barrier Peaks £4.95
* Al-Slave Pits (for lvls 4-7) £2.95
* World of Greyhawk £6.50
* Best of Dragon £2.15
* Q1, Queen of the Demon Web Pits £3.95
* Temple of Ra Accursed £1.60
* Escape from Astigar's Lair £1.60
* Mines of Custacon, Book of Treasure Maps £2.95 ea.
Under the Storm Giants Castle £2.04
Frontier Forts of Kelnore £2.04
Skulls and Scrapfaggot Green £3.20
Survival of the Fittest S £2.50
* Sword of Hope, Tower of Ulission £2.04 ea.
* Maltese Clue £2.95
Caverns of Thracia £4.50
Operation Ogre £2.40
* City State of the World Emperor £8.95

The Fantasy Trip (MGC) R

* In the Labyrinth (for Referees) £3.50
Wizard, Death Test I, £2.20 each
Melee (4th Edn), Death Test II £2.75 each
* Advanced Melee, Adv Wizard £3.50 each
Tollenkar's Lair £2.20
* GrailQuest £2.75
* Silver Dragon £2.75

Tunnels and Trolls (FBI) R

Revised Rulebook £3.50
Solo Dungeons:
Overkill, Buffalo Castle, Labyrinth £2.20 each
Sorcerer Solitaire, Naked Doom £1.90 each
Beyond the Silvered Pane, Sword for Hire, Arena of Khazan £2.40 each
City of Terror £3.70
For Dungeon Masters:
Uncle Ugly's Underground Level 1 £1.35
Dungeon of the Bear 1,2,& 3 £1.35 each
Abyss £1.00

Runequest (Ch) R £7.90 (2nd Ed)

Boxed Runequest £13.95
Source Packs £1.60 each
Troll & Trollkin, Scorpion Men & Broos, Militia & Mercenaries
Cults of Prax, Foes £7.95 each
* RuneMasters, Plunder £3.95 each
* Gateway Bestiary £4.50
Balastors Barracks £2.00
Apple Lane £2.95
Snake Pipe Hollow £3.50
Broken Tree Inn (JG) £3.00
Duck Tower £4.50
Hellpits of Nightfang £2.04
Runequest Shield £2.20
* City of Lei Tabor (JG) £4.95

Chivalry & Sorcery (FGU)

Rulebook £5.45
Sourcebook £4.75
Swords & Sorcerors £4.75
Destrier £2.90
† Arden £4.75
† Saurians £6.95

Mortal Combat R £3.90

Fantasy Games

†* Mystic Wood (Phl) £5.95
* Demons (SPI) £2.95
* Deathmaze (SPI) £2.95
* DragonQuest (SPI) £6.95
* Knights of Camelot (TSR) £7.50
Magic Realm (AH) £10.95
† Wizard's Quest (AH) £10.95
The Beastlord (Yaq) £10.90
Divine Right (TSR) £7.90
† Sorcerer's Cave (Phl) £5.95
* S. Cave Expansion Kit £2.75
* Fantastic Encounters S £3.00
Middle Earth (SPI) £12.90
† War of the Ring (SPI) £9.90
Snits Revenge (TSR) £4.95
Stomp (Ch) £2.25
* Swordquest (TF) £3.90
* Valkenburg Castle £2.90
† Gangster (FGU) R £6.95
Villains and Vigilantes (FGU) R £3.25
Skull & Crossbones (FGU) £7.95
* Mythology (Yaq) £10.50
* Hero, Swashbuckler (Yaq) B £4.95 each
Heroes (TT) R £2.90
* Warlock (GW) £6.95
* Valley of the Four Winds (GW) £6.95
* Spellbinder (TF) £2.90
* Hammer of Thor (GSi) £14.50
* Odysseus (FGU) R £2.95
* DragonLords (FGU) Bxd £9.45

Power Politics/Diplomacy /Economic Games

* Samurai (AH) £9.50
After the Holocaust (SPI) B £8.95
Der Fuhrer (LS) S,B £2.99
Junta (CWW) B £8.95
* Machiavelli (AH) £9.60
†* Class Struggle £8.95
* Apocalypse (GW) £6.95
* Nuclear War (FBI) £4.60
†* Imperium Romanum £17.90
Mercenary (FGU) Bxd £8.00

Business Games

Administrative Waltz (Phl) B £9.45
Dampfross (BuSp) £7.65
1829 (HT) B £16.90
Fortune (Phl) B £12.90
Oil Depots & Ironmaster (DGW) B 90p
Railway Rivals (DGW) B £1.50
Rail Baron (AH) B £10.95
TransClyde £4.75

Sports Games

Basketball Strategy (AH) £9.20
Major League Baseball (AH) S £11.40
Regatta (AH) £9.25
NBA Basketball (AH) S £11.40
USAC Auto Racing (AH) S £11.40
* Title Bout (AH) S £11.40
* SPI Baseball, Football £4.50 each

Other Games

* Hexagony (AH) £9.95
Game of Ancient Kingdoms (HT) £10.00
Blockade £9.95
Doublethink £5.50
Ephemeris £6.35
Epaminondas (Phl) £3.95
ManEater £6.65
Mentalis £4.50
The Hobbit Game £6.40
* Source of the Nile R £8.50
* Tributary £3.75 (Suppl.)
* Civilisation (HT) £17.00

Board Wargames – Pre XXth Century

†* War and Peace (AH) £10.95
† The Ironclads (Yaq) £10.95
* Middle Sea (FGU) £12.45
† Kingmaker (AH) £8.95
* Ram Speed (MGC) £2.75
* Trireme £10.95
† La Bataille De La Moskowa (GDW) £16.40
† Imperial Governor (Phl) £6.90
* La Bataille D'Austerlitz (Mar) £17.45
* La Bataille D'Espagnol-Talavera (Mar) £9.95
Kingmaker (Phl) £7.75
* McPherson's Ridge (TF) £7.50
Thin Red Line (Yaq) £12.90
Bloody April (SPI) £16.00
* Arcola, 100 Days (OSG) £2.95 each
* Robin Hood (OSG) £3.50
Empires of the Middle Ages (SPI) £10.95
* Bonaparte in Italy £13.95
* Devil's Den (OSG) £8.95
* 20th Maine (OSG) £2.95

Board Wargames – XXth Century on

* Streets of Stalingrad (Phl) £26.50
* Nato Div. Commander (SPI) £16.50
* Kursk (SPI) £9.50
* China War (SPI) £4.50
* Battle for Stalingrad (SPI) £9.50
†* '88', Panzer (Yaq) £11.95 each
* Beachhead (Yaq) £4.95
* Fast Attack Boats £4.95
* The Longest Day (AH) £39.50
* Fortress Europa (AH) £10.95
* Ace of Aces (WWI Aerial) £8.95
* Stalin's Tanks (MGC) £2.75
* Operation Pegasus (TF) £2.90
* Rolling Thunder (CP) £9.95
* Air Cobra (OSG) £13.95
Dauntless (BTL) £10.90
Expansion Kit (BTL) £7.00
† Flat Top (BTL) £10.95
† Squad Leader (AH) £10.95
† Cross of Iron (AH) £8.95
* Raid On Iran (SJG) £2.00
* Air Force (AH) New Edn. £10.95
† Crescendo of Doom (AH) £10.95
* Warsaw Pact (TF) £7.50
* Rommel's Panzers (MGC) £2.25
Panzerpranks (Ch) £2.95
* Prochorovka (TF) £2.95

Magazines

The Space Gamer (MGC) £1.50
The Dragon (TSR) £2.15
White Dwarf 85p
Dungeoneer £2.04
Judge's Guild Journal £2.04
Stormlord 60p
* Different Worlds £1.60
Sorcerer's Apprentice £1.25
* Fire & Movement £1.50
Strategy & Tactics (+ game) £2.95
Wargamer (+ game) £2.85
Trollcrusher 80p
Illusionists Vision 60p
Beholder, Palantir 55p each
The Grenadier (GDW) £1.50
Spectre 65p, Palantir 55p
Wyrms Footnotes £1.45
* Ares (SPI) £1.95
* Aerial Servant 65p
* Wanderer, Wyrm's Claw, 70p each
* Gryphon £1.65

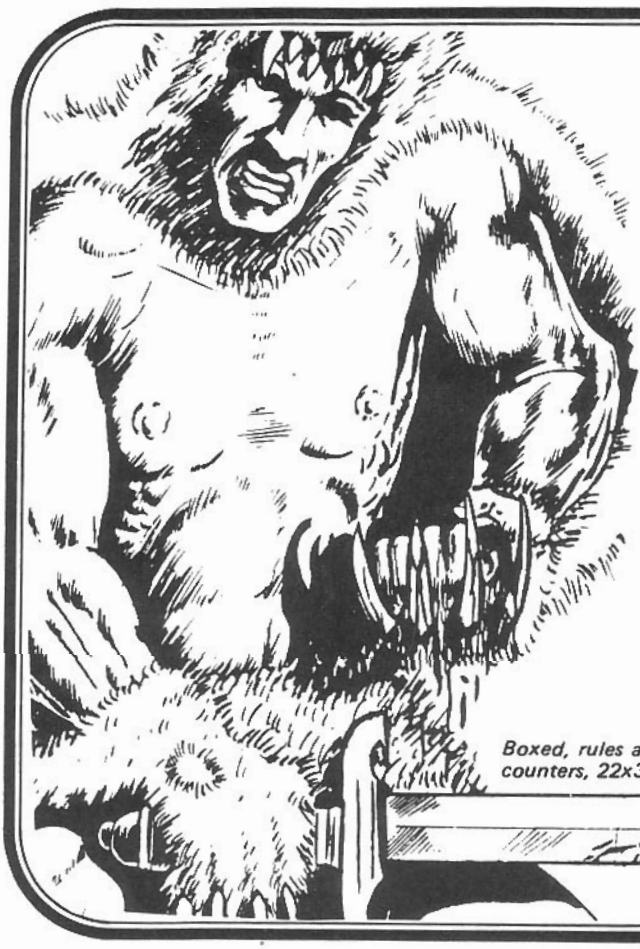
† **Special Offer**
* **New Arrival**
R **Role Playing Rules**
S **Play Solo**
B **Boardgame**
M **Miniature Rules**

These were just some of our games. Our catalogue contains details of virtually all games available in the U.K. Send 16p in stamps & 13½p s.a.e. (overseas 4 i.r.c.) for a copy (or free with orders over £4.00)

MAIL ORDER CHARGES: p&p included for UK/Eire/BFPO/APO (Europe). Overseas: Surface Mail – Add 25% (minimum 60p), Europe Air Mail – add 40% (minimum 80p); Air Mail elsewhere – add 75% (minimum £1.20) except Yaq, AH & Phl games – add 100%.
Payment in Sterling please.

ESDEVIUM GAMES (W3)
185 Victoria Road
ALDERSHOT Hants GU11 1JU
Tel: Aldershot 311443
or (evenings) Farnham 722269

– NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS



DRAGON PASS
DRAGON PASS
DRAGON PASS

You know this board game as White Bear & Red Moon, and under that title it established both the fantasy world of Glorantha and the 'our-world' company of Chaosium. Now the game is boxed, fully re-done [new combat system, completely re-written rules, new re-oriented map, expanded counter mix], and even had a title change. All the historical and mythological data and illustrations are present; new research has altered some previous map relations. The seminal game for the world of RuneQuest.

By Robert Corbett and Greg Stafford

£10.95

Boxed, rules and notes, 300 backprinted counters, 22x34 full-color map.

Distributed by Games Workshop Ltd. 17/18 Hythe Road, London NW10 Telephone: 01-960 4775

CHAOSIUM INC.

'RuneQuest is the most playable and elegant fantasy role-playing [game] designed to date.' —ARES MAGAZINE. *'RuneQuest* is for those who want a fast-playing active game and who don't mind developing social systems and cultures for their world. I highly recommend *RuneQuest* for those who want an introduction to role-playing, or those who desire a refreshing change.' —FANTASTIC SCIENCE FICTION. 'All these roles are presented with explanations of ***the reason why*** each rule is present, as well as an ongoing story that illustrates both the application of the rules and the flow of the game. No other ruleset shows quite so well how the game is to be ***played.***' —ISAAC ASIMOV'S SCIENCE FICTION MAGAZINE. 'A lot of thought has gone into this game. It shows. It is playable yet realistic. You don't need several supplement books to play it. Even though it was designed to fit one particular world, it could easily be used for any world. Since this game contains a logical system, almost anything can be added to the matrix it presents. A gem of a game. You won't be disappointed.' —THE SPACE GAMER MAGAZINE. 'Aha! Finally, a book a beginner can read and understand. This book is superb. It tells you what a fantasy role-playing game is, how to create an adventurer, spells out the mechanics of playing, tells much about magic—and lots more. Interlaced throughout the book are the sagas of Rurik the Restless [and] Ariella the Priestess...specific examples of how the game might occur as it is played. Beautiful!' —The Dragon, in RECREATIONAL COMPUTING.

T.M. applied for

BOXED RUNEQUEST

Okay, you got a good game there. But since I know that the RuneQuest book sells for $11.95, and since I also know that you really only need the Book, why should I buy Boxed RuneQuest? —Because you'll need the box to hold everything else you get, like the reset and revised APPLE LANE dual scenarios, the new BASIC ROLE-PLAYING (a fast intro to RuneQuest and FRP), another new book, FANGS (a starter set of pre-rolled monsters and NPCs), character and monster sheets, SIX POLYHEDRAL DICE, and other surprises. Since Apple Lane alone retails for $4.95, you probably won't mind getting all the rest for about $3 more than the RQ/AL price. But whether Book or Box, you'll have RuneQuest—the best deal of all!

CHAOSIUM INC.

BOXED RUNEQUEST £13.95
RUNEQUEST BOOK £7.95

Distributed by Games Workshop Ltd.
17/18 Hythe Road, London NW10
Telephone: 01- 960 4775

CITADEL MINIATURES LTD.

10 Victoria Street, Newark, Notts.

TRADE ORDERS WELCOME **Tel: 0636 77495**

Each Citadel Master Figure is Individually Hand Sculptured by our own Craftsmen

Fantasy Tribes

A new dimension in fantasy figures:

Our Fantasy Tribe Gnoll figures have been our most popular range ever. Why? Because within each code number there is a possible variation of over 20 types of each model. With our unique moulding techniques we are able to vary heads and equipment, thus creating **personalised figures.**

Now we have applied our **personalised figure** techniques to our new Fantasy Tribe Dwarves, and they are, what we believe to be, the first really definitive range of dwarves.

FANTASY TRIBES

FTG1	Gnoll with Pole Arm	30p
FTG2	Gnoll Attacking with Hand Weapon	30p
FTG3	Gnoll Standing with Hand Weapons	30p
FTG4	Gnoll Chieftain	30p
●FTG5	Gnoll Standard Bearer	55p
FTG6	Great Gnoll Halbardier	30p
FTG7	Great Gnoll with Hand Weapons	30p
FTG8	Great Gnoll on Giant Boar	75p
FTG9	Gnoll on Giant Boar	75p
●FTG10	Two Drunken Gnolls	70p
FTG11	Female Gnoll	30p
●FTG12	Gnoll Children (2 figs)	45p
FTD1	Dwarf with Spear and Sword	30p
FTD2	Dwarf with Light Crossbow and Sword	30p
FTD3	Dwarf with Sword and Pole Arm	30p
FTD4	Dwarf with Mace and Axe	30p
FTD5	Dwarf with Axe and Heavy Crossbow	30p
FTD6	Dwarf with Axe and Hammer	30p
FTD7	Dwarf with Hammer and Pick	30p
FTD8	Dwarf Standard Bearer with Axe	30p
FTD9	Dwarf Chieftain in Plate Mail with Sword	30p
FTD10	Dwarf Trumpeter with Sword	30p
●FTD11	Female Dwarf	30p
●FTD12	Dwarf Children (2 figs)	45p
●FTD13	The Dwarf with No Name	30p

● **Please note these figures are not personalised.**

FTD4 WF5 FTD9

WF4 FTG11

FTG4 FTG5 CS95 CS96

NEW–NEW–NEW–NEW–NEW–NEW

RAL PARTHA: COLLECTORS SERIES

CS19d	Elf Trumpeter	25p
CS33	Dwarf with Axe in Full Chain Mail	25p
CS50	Lesser Goblin + Sword(2)	40p
CS51	Lesser Goblin Advancing with Sword(2)	40p
CS52	Lesser Goblin in Wolfskin with Sword(2)	40p
CS53	Lesser Goblin Throwing Spear(2)	40p
CS54	Lesser Goblin Harlbadier(2)	40p
CS55	Lesser Goblin Archer(2)	40p
CS72	Giant Goblin with Sword	30p
CS91	Wolf Attacking	30p
CS93	Wolf Rider with Javelin	50p
CS94	Wolf Rider with Bow	50p
CS95	Wolf Rider with Sword	50p
CS96	Wolf Rider with Spear	50p

NEW WEIRD FANTASY RANGE

WF1	Kindly Old Wizard	25p
WF2	Airial Servant	40p
WF3	The Complete Adventurer	30p
WF4	Spaced Out Druid	25p
WF5	Dwarf with Inferiority Complex	30p

NEW FIEND FACTORY

FF67	Giant Boar	45p
FF68	Goat-headed Ogre	45p
FF69	Giant Wolf	55p

2nd Edition Catalogue - 40p + 13½p SAE.

MAIL ORDER CHARGES:

UK: Please add 10% p&p (Minimum 10p; Post Free over £10).

OVERSEAS: Please add 33% p&p.

TRADE ENQUIRIES WELCOME. All orders despatched on the same day.

CITADEL USA NOW OPEN. U.S. CUSTOMERS please send $1.00 for our catalogue to: **Citadel Miniatures USA, 5938 Carthage Court, Cincinnati Ohio 45212.**

Issue No. 23

WHITE DWARF

EDITOR: Ian Livingstone
DEPARTMENTAL EDITORS: Albie Fiore, Andy Slack, Bob McWilliams
COVER: Emmanuel
ARTWORK by: Emmanuel, Bob McWilliams, Russ Nicholson
PRODUCTION ARTISTS: John Bradley, Mary Common
TYPESETTING by: Mary Common
PASTE-UP ARTIST: Liz Lindars
PUBLISHED by: Games Workshop Ltd.

Climbing out from under a stack of rulebooks, charts, tables, scenarios, play-aids, dice and figures led me to ponder the role-playing games of the future. How long before role-playing game scenarios are fed into home computers with a visual display capable of holographic effects?

Imagine, each of the players with a hand controller watching their characters walking down a dark corridor. Around a bend and a party of vicious goblins in glorious 3-D colour appear on the screen. There would be no arguments about who is standing where or choice of opponent as the computer urges its goblins with axes swinging at the heads of your characters. Players would be screaming at each other, with sweat dripping off their worried foreheads as fingers dart over the hand controllers to save their characters' lives.

We have the games, we will soon have the technology, let's hope we are around to have the chance.

Ian Livingstone

FEATURES

An Introduction to Dungeons & Dragons *Lewis Pulsipher* 8
First in a series explaining the game

White Dwarf Interview 10
An interview with Marc Miller, the inventor of *Traveller*

The Hive of the Hrrr'l *Daniel Collerton* 16
A D&D mini-module featuring the prize-winning Flymen

A Spellcaster's Guide to Arcane Power *Bill Milne* 26
Power-point magic in *D&D*

DEPARTMENTS

Letters 12
Readers' comments and views

Fiend Factory *edited by Albie Fiore* 13
This issue, the prize-winning entry in the flymen competition

Open Box 20
A look at some new games by independent reviewers

Character Conjuring *edited by Andy Slack* 22
Elementalists — a new D&D magic-using subclass

Starbase *edited by Bob McWilliams* 24
Khazad-class Seeker starships

News 25
The latest information on science fiction and fantasy games and figures

Treasure Chest *edited by Andy Slack* 28
A selection of useful — but not magical — items

Clubs, Help! and Classifieds 29
Readers' information section

All subject matter in *White Dwarf* is copyright of the publishers Games Workshop Ltd.

All rights on the contents of this publication are reserved. Nothing may be reproduced in whole or part without prior consent of the publishers. ©Games Workshop Ltd. 1981

Dungeons & Dragons® is a registered trade mark of *TSR Hobbies, Inc.*

The opinions expressed in the articles and reviews are those of the authors and reviewers and not necessarily those of the publishers.

Display advertising rates and trade enquiries are available on request.

Contributions: The editor will be pleased to consider any previously unpublished articles or artwork for inclusion in *White Dwarf*. Contributions should be typed, double-spaced on one side of the paper only.

OVERSEAS DISTRIBUTORS:
North America: Dragon Publishing, PO Box 110, Lake Geneva, WI 53147. **Australia:** 9 Douglas Street, West Perth, Western Australia.

SUBSCRIPTIONS:
Remittance should be sent and made payable to *GAMES WORKSHOP LTD.*, 17/18 Hythe Road, London NW10 6RT. (Tel: 01-960 4775). *White Dwarf* is published bi-monthly. Annual subscription rates are:
UK — £5.00 Europe — £7.00 USA — $18.00 (airmail) Other — £8.00 (airmail)

SUBSCRIPTION NOTICE:
Please note your personal *subscription number* shown on the envelope address label. Please quote this number in all future correspondence regarding renewals, queries, etc. This subscription number is held on our computer files, and failure to quote it may result in delay when dealing with your query.

BACK ISSUES:
Back issues of *White Dwarf Nos. 15–22* are still available at a cost of 75p + 10p p&p each ($3.25 each including airmail postage overseas).

An Introduction to Dungeons & Dragons

by Lewis Pulsipher

This article is the first in a series written for those who have little or no experience of playing *Dungeons & Dragons*. More experienced players will discover something of interest in most of the articles, for as Gary Gygax (the game's co-inventor) says, there are few DMs so skilled that they cannot improve their campaigns.

Dungeons & Dragons and its successor *Advanced Dungeons & Dragons* are usually referred to collectively as *D&D*. *D&D* is a "role-playing" fantasy game, that is to say, each player acts as an individual hero, wizard, priest, or other character out of the fantasy traditions of J.R.R. Tolkien, Robert E. Howard, Fritz Leiber, Michael Moorcock, and other authors. Pretending to be Conan, Aragorn, Gandalf, Elric, or your own made-up hero is part of the fun. A referee or "DM" (standing for "Dungeon Master") is required to establish places of adventure, and to control monsters and non-player persons which the players will encounter. The game is best with about four players plus a DM, but any number of people can play. Though competition can be arranged, normally players do not fight each other; they are on the same "team", and play against the sinister creatures controlled by the DM.

Players create their game personae or "characters" with the aid of dice rolls, and each uses the same character in each game session, trying to become more skilful, wealthy, and powerful, and pursuing whatever other goals they desire. Characters are far from Conan's equal when they begin, and death is an ever-present danger. Commonly, in a game session a group of players will explore a "dungeon" or underground labyrinth (perhaps like Tolkien's Moria), an outdoor wilderness, or a town mapped and populated beforehand by the DM. They hunt for evil monsters to kill, maidens to rescue, secrets to unravel, gold, and magical items. An adventure can take two hours or twelve, depending on the desires of the players. The average group plays once or twice a week.

Appearances notwithstanding, *D&D* is not a pastime for crackpots. It isn't necessary to believe in the occult, astrology, or other such things to enjoy *D&D*; in fact, few players do, and their ranks include lawyers, doctors, executives, and scientists — hardly crackpots. Nor is it necessarily a "kid's game"; one of the designers is in his early 40's, a minister and former insurance executive — the average age of players is around 21. Some players are accustomed to games of mental skill such as chess, others are parlour game fans, and others still don't play other games.

Anyone who reads fantasy literature knows that a willing suspension of disbelief is necessary to enjoy these works. The same principle applies to *D&D*, and once you accept the game within its own magical context, you can participate vicariously to a depth not found in any other game.

Although *Advanced D&D* consists of over 400 pages of rules, the *Basic* version is only 50 pages long and either version is *very* easy to play — you imagine yourself in the situation the DM describes and tell him what you intend to try to do. If no rules cover your idea, the DM invents them on the spot. Special 4, 8, 12, and 20-sided dice are used as well as the ordinary 6-sided kind; these are referred to respectively as d4, d8, d12, d20, and d6, and are used to determine the success or otherwise of certain actions which have less than a 100% chance of success.

Of course, the best players and DMs know the rules fairly well, but there are many play-aids to make the DM's job easier.

An example, the dialogue during a small part of an adventure might go something like this . . .

Referee: . . . you come to the bottom of the stairs. A corridor 10 feet wide and 12 feet high — stone, of course — runs east and west.

Players: We go west.

Referee: You travel 50 feet without any change in the corridor. Then you come into a large chamber. 12 kobolds are in the northern part, where you also see a chest. A fungus on the walls dimly lights the chamber.

Players: (After consultation) Brak casts a *sleep* spell, Kranor and Rill shoot their bows, and the rest of us rush the kobolds.

(A brief battle ensues, with all concerned rolling dice to see if their weapons land, and if so, how hard they hit; the DM does this for the kobolds.)

DM: OK, so there are 8 kobolds lying still on the floor, one grazed by an arrow but still standing, one definitely dead; the remaining ones run north, shouting . . .

And so on until the adventurers leave the dungeon or die. If a player imagines himself actually participating in the adventure, if he keeps alert, then he can have a fine time while knowing nothing more about the rules than he can learn from this article.

The DM is the vital figure in a *D&D* game. He must be willing to exercise his imagination to the utmost. Unlike games such as chess, in which the players know all the rules and can extrapolate all possible outcomes, *D&D* has non-rigid, open-ended rules. This is inevitable when one tries to create an entire world; the DM must not only be able to find quickly what he does not know and be familiar with all the rules, he must also make up his own rules for specific situations.

Much of the attraction of the game is the fear — or anticipation — of the unknown. There are always unusual statues, pools, traps, and monsters.

The DM must devise the dungeon or wilderness in which the players adventure. Though there are rules to help him, it is still a matter of long thought and hard work. The dungeon is usually mapped out on graph paper, and a typical one might have 5-10 levels, each on one sheet. The DM draws all the rooms, corridors, caverns, pits, stairs and other features, and records in a notebook the contents of each. Despite the work involved, many players sooner or later build their own dungeons. In 1972 Dave Arneson described the original campaign to me, although I didn't know it would become *D&D*. It sounded like a normal armies vs. armies campaign, but the role-playing element existed in the background. In the next year Arneson got

together with Gary Gygax, who used his *Chainmail* fantasy rules (written with Jeff Perren) as a base for emphasising the individual action of the game. The result was *Original D&D,* three 40-page rule booklets. *Chainmail* was needed to conduct combat, and the whole game suffered from rushed production. It isn't surprising that the major wargame companies wouldn't publish such a revolutionary and undeveloped game; Gygax decided to publish it himself. *D&D* was the first role-playing game and the first fantasy game to be marketed commercially.

The rules problems, derivation from miniatures rather than from boardgames, a high price, and limited distribution all meant that the game did not immediately become the remarkable phenomenon that it is today. However, with the publication in 1975 of a supplement, *Greyhawk, D&D* began to take off. *Greyhawk* introduced a new combat system and clarified many ambiguities of the old rules. It was so popular that three other supplements were produced; *Blackmoor, Eldritch Wizardry,* and *Gods, Demi-Gods and Heroes* were published in 1975 and 1976. By this time, however, many other role-playing games were on the market, some threatening to overtake *D&D.*

Gygax then began to revise the rules completely. The result, *Advanced Dungeons & Dragons,* is much larger, more detailed, and far better produced.

All three versions have much in common, but anyone who intends to move around should learn *Basic* and then *Advanced D&D,* because those who prefer the original are becoming a distinct minority. A number of *D&D* play-aids are available. These include maps of dungeons and wilderness, ready-made lists of room contents, inhabitants and treasures, composite game charts, and complete adventure "modules". The latter include everything a DM needs to run a game, so that the time-consuming setting-up can be avoided. Experienced DMs only occasionally use such aids, preferring to devise their own worlds, but novices will find them quite useful. So you've just heard about this amazing game, *Dungeons and Dragons.* How do you find other people to play with, in particular a reliable group you can comfortably play with frequently? That's an easy problem for experienced wargamers who live in big cities, but the average novice sometimes sees it as an insurmountable difficulty. I'll now try to help these unfortunates, and perhaps more experienced players as well.

Firstly, I'll assume that you don't own the *D&D* rules; after all, some people want to play before they buy a game. This eliminates the most common way to find other players — teach your friends — but leaves many possibilities.

If there's a game shop near you, ask the proprietors if they know of any local groups open to new players. There may even be a weekly session at the shop. Addresses of players might be found on a notice board. If all else fails, you can ask permission to put up your own notice — be sure to state your age and experience as well as address/phone. Unfortunately, many groups are "closed shops" because they already have enough players; and in many cases age counts for a lot, as schoolkids may not want a 25 year old player, or college students may not want schoolkids. There are so many different styles of *D&D* that a newcomer often doesn't fit into an established group, and age differences can exacerbate different views of what the game ought to be like. Don't be discouraged if your first contact with *D&D* players is disappointing; the next group may be different. I know of people who tried *D&D* and didn't like it, but who became enthusiastic about it as played by my group; and there were those who played frequently elsewhere but never cared for our kind of game.

(By the way, I don't want to emulate Emily Post, but I must say it is bad form to drop in on a group without giving prior warning, unless the group's announcement invites people to do just that. Write or phone first. This also could save your a wasted trip if a meeting has been cancelled for some reason.)

If you're in a school or university, scan the local notice boards and newspaper for references to wargames clubs. Put your own notice on boards or in the paper. You're having rotten luck if you can't find anyone this way; every fair-sized university seems to have a group.

If you're still empty-handed, don't despair; there is at least one active player per 2,000 people in the country, so unless you live in a remote area there should be players near you. Look at the "opponents wanted" and other adverts in wargames magazines. Don't look just for *D&D* — any wargamer living near you may know of local groups even if he doesn't play himself. Write to anyone near you and explain your problem. Sometimes you won't get an answer, because some gamers don't care about other people, but others go out of their way to help newcomers.

If there are no promising ads, consider placing an ad in the magazine yourself. There may be someone just across the street who reads the magazine, but who never needed to place an ad.

By this time, though, if you still haven't found any players you like to play with, you'll have to give up or buy the game and start a group the hard way, by teaching people how to play after you've taught yourself. Brothers and sisters are useful first recruits; even if they lose interest, they'll help you play the first few times. Tell your friends, especially those who enjoyed *The Lord of the Rings,* about the game. If you know a local science fiction club you might recruit players there. Many schools and universities allow informal groups to reserve rooms and use regular channels to announce meetings. For example, at Duke University (USA) in 1975 I reserved a room in the name of Duke Gamers, put an announcement in the university paper, and appeared at the appointed time. Fortunately I had earlier encountered someone who played — he was the only person to turn up. But the next week more people came around, and when we changed the time of the meeting, yet more appeared. One needs to persevere. Virtually none of these people had played before, and many had never heard of *D&D* until they saw my announcement. After several months, though, I was finally able to play myself, rather than DM, and by the end of the year we had six to eight DMs. In a situation like this you should encourage the new players to become DMs, though not immediately, and have them start with a level appropriate to the state of the campaign. For example, at Duke we ended with a 9-level dungeon and associated wilderness, two independent wildernesses, a third, a fourth, and a sixth level dungeon. If everyone starts with a first level dungeon you soon have nowhere for the more experienced characters to go. The average newcomer won't want to construct more than one level in his first six months of play.

TSR's ready-made dungeon modules can help you establish a new group. You can rely on the author's experience to establish a good adventure situation, but be sure you get a beginners' module and not one for ninth-level characters. When the players you've taught gain some experience they can run other modules before they devise their own places of adventure.

(Incidentally, I returned to Duke four years later and couldn't find a group, so I advertised in the newspaper for wargames players. Several days later someone came by and told me about the *D&D* group which still exists, but which doesn't announce its meetings in the paper. I was able to steer to this group nearly a dozen *D&D* players who didn't know about it. Moral: never quit looking.) ■

Part II of this article, in the next issue of *White Dwarf,* will compare and contrast the various styles of Dungeon Mastering.

DATE OF ISSUE 001-1105

NAME MARC W MILLER

OCCUPATION TRAVELLER

SIGNATURE Marc W. Miller

IN Yard 17 Security Pass

MARC MILLER

WD: *How long have you been interested in FRPs?*

MM: I have been in role-playing since 1968 or so, primarily participating in, and designing, political simulations, the kind that do nominating conventions, or the workings of the legislative process. As an undergraduate, I was in several, and in 1972 and '73 I was designing them for class-room use.

I encountered *D&D* soon after it came out, and although I initially disliked it (preferring *The Battle of the Coral Sea* and *The Russo-Japanese War* at the time). I soon ended up refereeing an extensive campaign that included just about the entire *GDW* staff. After several weeks, it got put on the back burner because it was taking up too much of the working day.

Since then, I have been interested in various FRPs off and on, depending on time and on the attractiveness of the actual campaign.

By the way, I sometimes get uncomfortable about the term FRP. I understand that most of the games in role-playing are fantasy — thus fantasy role-playing. But all of us at *GDW* have tried to make *Traveller* realistic, rather than fantastic. I realize that we can't change the terminology of the hobby, but I do consider that FRP also includes realistic and historical role-playing as well as fantasy.

WD: *What are your other interests apart from gaming?*

MM: At the risk of sounding like a wide-ranging crazy, I'll try to be honest and cover them all. I like science fiction, and read SF paper-backs all the time, as well as see every SF movie that comes to town. Actually, I go to see every movie that comes to town, not just the science fiction.

I like guns, and have an extensive collection of Savage automatic pistols: I like submarines, although I have no collection of them, not even one. I like writing, and some day I'll get some fiction out of my typewriter and there will be *Traveller* stories on the bookshelf. Well enough of non-games stuff . . . back to business.

WD: *What are your views on the subject of FRPs — do you see them as distictly different in role or appeal to, say, tabletop miniatures battles or boardgames?*

MM: I see the hobby as tripartite, with overlap. People are into one facet of the hobby primarily, be it board games, or miniatures, or role-playing. Overlap is the individual's attempt to expand on that primary area of interest. Thus, the role-player moves into miniatures in order to enhance his individual characters, or into boardgaming to resolve the various large-scale battles that his campaigns have created. Similarly, the board-gamer may move into role-playing in order to see more of the particular background of a Science Fiction (or other) board game that he has been caught up in.

Everyone has his (or her) own area of interest; the basic divisions of the hobby are just different ways of appealing to that interest.

WD: *What is the history of* Games Designers' Workshop, *and how long have you been involved in the company?*

MM: There are actually a lot of different ways to tell the history of *GDW*, depending on the person telling the history and his mood, and even on the audience. Let me try one on you.

In 1972, Frank Chadwick, Rich Banner, myself, and several others were all games club members at Illinois State University, and we all (to varying degrees) spent our time in the University Union playing games, mostly *SPI* and *AH* titles. I seem to remember such games as *Richthofen's War, Borodino,* and *Red Star White Star.* The games club procured a grant to produce hex sheets, and we ended up with about a thousand, on which we could draw our own maps. The most notable was a variant of *Borodino* which we called *Guerre,* and another similar game called *Swamp.* We spent hours playing the game, revising the rules, and just enjoying ourselves.

After a few months of this, Rich and Frank talked the University into establishing SIMRAD (Simulations Research Analysis and Design), which was supposed to produce simulations to specification for class-room use. We did, and all of us learned a lot, designing games for minimum wages. Although titles meant little, I was head designer, which meant that I had a finger in most of the pies we designed. The University, however, had a short-sighted view that all good academics had degrees and documentation for their ideas, which we obviously did not, and cut our funding.

The top people from SIMRAD became *GDW,* kicking it off with *Drang Nach Osten,* giving the gaming public a division-level Russian Front game at least six months before SPI did. I think that had a lot to do with our success; doing a big game that was exactly what a lot of people wanted, and then following it up with more of the big game (*Unentschieden*), plus several games that were not in the same vein — *Triplanetary, Chaco,* and *Eagles.*

Since then, we have just been turning out games that we designers wanted to do.

WD: *What are the company's future plans?*

MM: In a sentence, to keep turning out good games. Sometimes it is difficult to plan exactly what we are going to do, and we have always reserved to ourselves the right to abandon any project to postpone it if we don't think it will work out. Sometimes it seems that we are leading an unplanned corporate life, but it lets us put out things we want to do, and are proud of. Our future plans are to keep on doing just that.

WD: *What was the original inspiration for* Traveller*?*

MM: Long before *Imperium* was published in 1977, we had a wide-ranging board game called *Imperium* and had been playing with it for several years. It was more-or-less intended as another game to follow *Triplanetary,* but we held off and worked more fully on historical games instead. Nevertheless, this *Imperium* was an enjoyable game that we played from time to time. In it, we had the first essence of role-playing. On each side, the player was the president or dictator or emperor or whatever that led that group of planets. To add spice to the game, each of these players had a son or daughter. That character could enter the army or navy or civil service or scouts or whatever, and grew up in real time as the game progressed. In addition, he or she improved, gained rank, and had benefits for the forces of the side. For example, a son in the navy might grow from ensign to admiral, all the while adding die mods in battle to help his ships win. The key to this extensive rule was to give the leader a sense of perspective, because if the son or daughter was killed, there was no replacement. It came to be a balance between risking your son for gain, or protecting him for potential later use.

I think a lot of *Traveller* grew out of that rule.

Of course, later developments in role-playing made their mark on the game. *D&D* influenced it greatly, as did *En Garde!* (by Frank Chadwick here at *GDW*).

WD: *Some people are bound to see* Traveller *as "*D&D *in Space". Would you care to comment on the differences between the two systems — and the reasons for them?*

MM: I suppose that if *Traveller* had come first, then *D&D* would be called *Traveller* with Magic. There will obviously be comparisons with *D&D* because that game is fast becoming a generic term for role-playing.

There are several differences, and I think important ones, between the two systems.

First of all, *Traveller* is science fiction, while *D&D* is fantasy. That means (to me at least) that *Traveller* doesn't have magic, or magic monsters, or spells. It does mean that *Traveller* tries to base its contents on science and on the reasonable expectations that we have for science in the coming years.

Second, *Traveller* is modern, while *D&D* is set in ancient or medieval eras. As a result, *Traveller* must include the wide range of modern (and future) weapons, vehicles and devices that are not available to the middle ages.

Third, and perhaps most important, *Traveller* is intended to be wide ranging. Adventures can take place anywhere, in space, on a world, in a starship, at sea, anywhere. This freedom to go anywhere and do anything (as a basic part of the game) is really important because it opens endless horizons to the players.

WD: *Do you find any inspiration in SF films, novels, etc.? If so, which ones particularly influence you?*

MM: You name it, and if it didn't inspire me, it influenced me.

Off the top of my head, I can mention most of the science fiction series novels, including Poul Anderson's *Dominic Flandry* series, E.C. Tubb's *Dumarest* series, and Jack Vance's *Demon Prince* series. Movies and television particularly affected me. Actually, *Star Wars* came out after the manuscript for *Traveller* was finished but I was pleased to see that I could probably do that scenario in *Traveller* if I wanted.

I can also pick out little things that I think I know where they came from. The inertial tracker came from Robert Heinlein's *Podkayne of Mars*; the artificial psionic shield helmet came from Poul Anderson's *Flandry of Terra;* the pinnaces came from Niven and Pournelle's *The Mote in God's Eye.* And those are just things, not game concepts.

Actually, I have always seen *Traveller* as a way for science fiction readers to duplicate any particular piece of science fiction, and to allow them to go off in corridors that the story never touched.

WD: *What games do you most enjoy playing yourself?*

MM: *Traveller* comes first, of course. I spend hours every day on *Traveller,* and if I didn't enjoy it, I could easily go crazy. I play *Traveller* at least once a week, twice a week when I can find both time and players.

I do little else in the way of role-playing, but I enjoy board games, ones that I have designed and ones that others have produced.

I think *Chaco* (my own design, and now out of print) is a fast, fun game which has always been aimed at exactly the casual level of play that I prefer. *Year of the Rat* (by John Prados) is another favourite; the frustration index of that game makes it a wonderful simulation of Vietnam.

For deeper, more absorbing play, I like *Narvik* (by Rich Banner and Frank Chadwick); the game really requires a lot of staff-type work in planning and maintaining the invasion of Norway and can be very rewarding if proper attention is paid to the game.

Finally, I like several science fiction games. These include *Imperium* (my own design again), *Stellar Conquest* (by Howard Thompson of *Metagaming*), *The Awful Green Things* (by Tom Whamm of *TSR*), and *Dune* (by *Future Pastimes* and *AH*). By the way, I took second place in the *Awful Green Things* tournament at Gencon last year, and was robbed of first place by one of *GDW's* developers who will remain nameless for spite.

Kind of a long list, isn't it?

WD: *Are you involved in any other projects, or*

will you continue to expand the Traveller *Universe at the current prolific rate?*
MM: Are you giving me a choice? Can't I do both?

Actually, I am currently concentrating on *Traveller* projects, but I have several non-*Traveller,* non-Science-Fiction things in the works. Most prominent on my schedule is *1943!* a small-sized fast and playable game of the Italian Campaign of WW II. It promises to be much like my previous *1942!,* which dealt with the Japanese in Malaya and Java. I would also like to do a game on *Marathon, 490 BC,* but that particular game seems to be progressing much slower.

WD: *Were you surprised at* Traveller's *popularity, given that most people seem to prefer adventuring in medieval settings?*
MM: I was pleased at *Traveller's* popularity, but not actually surprised. I have been a Science Fiction person from way back, and I always personally felt I would rather role-play in space than in a fantasy setting.

Further, I think that the statement that most people would rather adventure in a medieval setting is misleading, because they do so when the game calls for it. Even *TSR* has seen fit to put out science fiction role-playing games, because even they see that many people like the wide open spaces of the stars and a modern era for an adventuring setting.

WD: *A notable feature of the game is the apparent lack of levels and experience points. What was the reasoning behind this?*
MM: *Traveller* is trying to be realistic, and the whole experience thing was one of the first areas to go when *Traveller* was being put together. *D&D,* and many imitations of *D&D,* use experience as a way of keeping score, for which it serves quite well. But experience points are not realistic, and even the fantasy role-play designers keep editorializing about keeping experience points in check.

In the first year and a half of *Traveller,* this point was one of the most frequently asked by *Traveller* players. Since then, it has died down quite a bit, as players realize that there are other things they can look for and find in their adventures in *Traveller.*

Let me make more of the point on realism in *Traveller* and this experience thing. Most people in their real lives don't improve much as they live out their lives. They may make marginal improvements, picking up a skill here or there, but probably on an annual basis, if not less frequently. The really important things are the greater understanding of how life in general works. In *Traveller,* that translates to experience with the game and shows itself as the player improves his or her quality of play.

WD: *Another unique feature of the game is that beginning adventurers are middle-aged, and have already spent many years adventuring before play begins — sometimes dying before then. Why is that?*
MM: The idea started with a reaction to the constant character generation for most fantasy role-playing games — that each character begins essentially the same, with no background or advantage, and each then advances in the game through the various levels. My thought was to provide some quick and easy adventuring for the character BEFORE the game began; with that batch of experience, skills, and money, the character then sets out on adventures within the game. Because we were paying attention to realism, this new system was forced to include aging, and to include decisions that the character himself did not make, like forced retirement, or potential death.

The system also evolved a little because it was so useful for creating non-player characters — what I recommend is that players who are generating characters just for fun should then save them for later use as non-player characters in encounters.

The fact that some of these characters may die during the generation process is intended as a disincentive for indescriminate character generation.

Finally, this character generation system gives a much broader spectrum of characters for the game. The adventuring bands are no longer groups of 18 year old boys, but have wide ranges in age and areas of expertise. The players can more fully interact, and complement each other's skills. It makes for more co-operation within the game itself.

WD: *How many people do you estimate currently play* Traveller *— and what kind of people are they?*
MM: I would put the number of people that play *Traveller,* counting referees and players, at nearly 100,000. That's based on the number of games sold, plus the extremely fast sales for both supplements and adventures. That figure may be low, but I think it is fairly accurate.

What kind of people are they? They like science fiction, although their tastes are wide ranging; and they like to enjoy themselves. They enjoy the freedom that role-playing games in general give them, and that the science fiction of *Traveller* specifically gives them.

From what I see, there is a lot of spill-over between fantasy and science fiction role-playing. Being in one does not keep them from being in the other.

WD: *Many gamers complain that* Traveller *is too complex for beginners, particularly beginning umpires and referees, who are often put off by the amount of work required before play can commence. At the other end of the scale are people who say the rules system is too simplistic, not detailed enough. What are your views on this?*
MM: I think if you look at most role-playing games (or board games, or miniatures rules), you will see an informal learning process taking place. I remember that the first game I ever saw *(D-Day,* from *Avalon Hill,* back in 1962) was a game I dearly wanted to play, but never could, because the rules were unintelligible to both me and my friend. Ten years later, I was introduced to *France, 1940* through a games club, and learned the rules in a one-on-one setting from someone who already knew how to play. I think a lot of that's happening in games today — the clubs or the informal groups teach the players enough to get them into a game; thereafter, it's all learned by actually reading the rules.

I like to think that *Traveller* is easier to learn than most games, but I certainly don't dispute that any player would learn a lot from a club or an informal group situation.

By the way, I think that with the publication of the short Double Adventures (*Shadows/Annic Nova,* and *Mission on Mithral/Bright Face*), it is possible for a referee and group of players to literally adventure the same day that the booklet is bought. The preparation required is simply a knowledge of the *Traveller* rules and a quick read-through of the adventure by the referee.

As for the people who feel that *Traveller* is too simplistic, I can only reply that we are constantly at work doing new things for *Traveller* — new background, new scenarios, and new rules. And the game is open-ended anyway: anyone can add new rules for greater complexity if they want. In fact, the *Journal* regularly publishes a selection of what is submitted.

WD: *Will every section of* Traveller *eventually be expanded along the lines of* Mercenary *and* High Guard*?*
MM: I don't really think so, at least not in the sense that you mean.

There may be a *Grand Survey,* which would deal with the scouts. There probably won't be a merchant book, and there certainly won't be an 'other' book. But then again, there is *Supplement 4 — Citizens of the Imperium,* which can be taken as a wider character generation approach to others.

You have to keep in mind that the *Traveller* rules are rules governing an entire universe — they obviously cannot approach completeness on all aspects of that universe. So instead, the basic three books cover a little of everything, at least enough to get the players adventuring. When the referee decides to delve into mercenary operation, the *Mercenary* book is there for him to use.

Mercenary and *High Guard* were responses to demand from the playing public. Aside from a scout service book, I see the greatest demand to be for rules governing aliens and robots. I think those would be the areas we would address next.

WD: *Why did you choose to represent space as two-dimensional? Is this a matter of mapping convenience, or does it reflect the nature of the drive system of* Traveller *starships — for example, Cordwainer Smith's "planoforming" or the use of co-ordinate spacetime, which would be better represented by a 2D map?*
MM: I am not ashamed to say that the two-dimensionality of the *Traveller* starmaps is entirely a matter of convenience. Most of *Traveller* takes place not between the stars. Given the relatively low emphasis on those areas, I saw no need to entirely reproduce them in three dimensions.

I have always held that most *Traveller* referees could easily establish a 3D mapping system for their own campaigns if they really wanted to. I know several who have. But the net benefit from such a system is very low when compared with the ease of rendition and use of the 2D system which we are using.

WD: *Why does* Traveller *use only six-sided dice throughout? And in particular, why are characteristics diced up on 2d6 rather than the more 'realistic' 3d6?*
MM: When the original manuscript for *Traveller* was being playtested, the very basic foundation for random number generation was (as in most role-playing games) based on dice. I had to make some decisions on what dice to use and how to use them.

My first decision was to limit *Traveller* to six-sided dice. I knew that other games called for a wide range of polyhedral dice, sometimes even specifying non-dice such as 1d17, and then explaining how to achieve the specific results using various dice or random number generators.

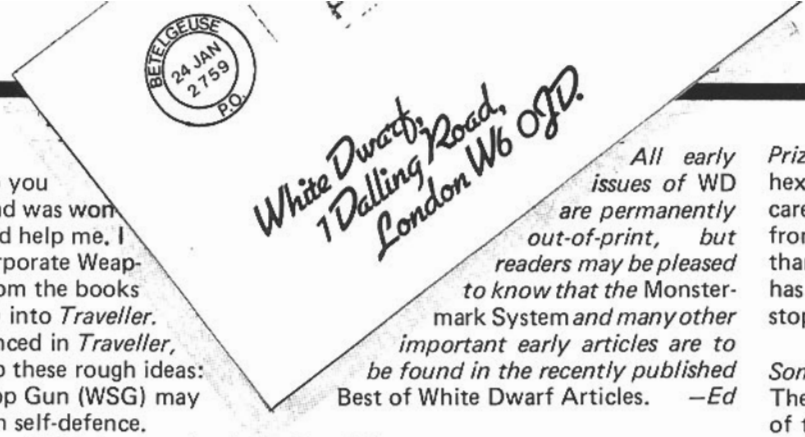
I instead elected to restrict *Traveller* to six-sided dice. Six-sided dice are ubiquitous; they are easily obtained, and most people are familiar with them. Conversely, polyhedral dice are not generally available (except at hobby shops, now, some years later), and the average person is not familiar with them.

Moreover, the relationship of two dice to each other is a widely known one. One die, when rolled, gives an even probability of a result from 1 to 6; two dice give a range from 1 to 12 with a weighted probability toward 7. It was this familiar relationship that I wanted to exploit.

One rather essential part of the *Traveller* character is the UPP — its six characteristics, listed in order, are best and most easily read if each characteristic is a single digit. The range from 1 to 10 seemed too restricted. However, if I used two dice to produce a range from 2 to 12, and then used hexadecimal notation (0 to 9, then A to F for 10 to 15) to express the characteristic, I had a range from 0 to 15, with room for improvement, as well as disastrous downgrading for each characteristic.

In addition, I use the dice throws as basic throws for a variety of actions. If strength can be taken as an expression of personal strength and an ability to perform a task that requires such strength, then the characteristic (for example, 7) is the throw (or less) to accomplish the specific task. After allowing DMs for applicable circumstances, skills, environment, and anything else that is important, I have a throw for success or failure. More importantly, I have related it directly to the character involved. Most importantly, the player manipulating that character has this basic information in front of him at all times. If three dice had been used to create characteristics, the bell curve of such results would make this method rather ineffective.

Finally, I would be less than honest if I did not say that I was aware that *D&D* used three dice and that I was trying to diverge from and improve upon the methods I saw in use in that game. I think I achieved what I set out to do. ■



All early issues of WD *are permanently out-of-print, but readers may be pleased to know that the* Monstermark System *and many other important early articles are to be found in the recently published* Best of White Dwarf Articles. *—Ed*

Dear WD,

I am writing to you about *Traveller* and was wondering if you could help me. I am trying to incorporate Weapon Shop Guns (from the books by A.E. van Vogt) into *Traveller.*

I am inexperienced in *Traveller,* but have drawn up these rough ideas:

1. A Weapon Shop Gun (WSG) may only be used in self-defence.
2. A person with a WSG always gains the initiative.
3. Any energy weapon firing at a person with a WSG must roll 10+ to hit, and gains no hit bonuses.
4. A WSG attacks at +3 to hit.
5. Only pistols may be WSG.
6. No player character may work in a Weapon Shop; workers ther have WSG Gauss rifles.

What I cannot work out is how to decide if a character is eligible to own a WSG, for in the books no person with devious inclinations could even enter a Weapon Shop. Please could you work out your own ideas for WSG and let me know.

Anon.,
Cambridge.

—We suggest that the Weapon Shops are treated as being effectively part of the Psionics Institute; they do not advertise their presence — the same procedure as is used to find a Psionics Institute branch could be employed to find a Weapon Shop — and like the Institute, the Weapon Shops read applicants' minds and do not look favourably on fraudulent or devious applications. Here the referee must use his own knowledge of the character concerned to see whether the applicant was allowed to enter the Shop, having been determined to be 'pure in heart'. The various shielding effects, ring guns, quick-draw abilities and so on of WSG seem to indicate that only worlds of TL 16+ — e.g. Darrian in the Spinward Marches *— would have much chance of having a local Weapon Shop. Further, since the shops advertised 'the finest energy weapons in the known Universe', it seems reasonable to allow the lighter plasma and fusion guns to be WSG. Another candidate for WSG are the disintegrators from* Twilight's Peak. *—Ed*

Dear WD,

Neither I nor any of my fellow players, who have been playing *AD&D* and buying *WD* for quite a long time now, can understand your 'Monstermark'. We have asked many people and read many books but nowhere can we find a reference to it. I would therefore greatly appreciate an explanation so that we may get the most from your articles.

Yours sincerely,
Nigel Saunders, Bristol.

—The Monstermark System *is a system which assesses a monster's relative nastiness. It was devised by Don Turnbull and was serialised in* WD Nos. 1—3, *and from it came our revised monster level tables.*

Dear WD,

Last issue you reviewed *Mythology* with much enthusiasm and when first encountered this certainly seemed my sort of game. By that I mean adult multi-player, plenty of interaction, no fiddly bits and good fun. But it turned out to be unnecessarily long-winded, needing about seven hours to play. Our group reckoned that in one night we could comfortably manage 7 or 8 game turns instead of the 15 stated in the rules. We found that with a movement allowance of 2 hexes per turn and all Heroes starting in Greece, the southern section of the board was hardly touched in the seven turns we got through. But the changes, which were in no way radical (since the game can hardly be regarded as a simulation), improved it enormously without losing any of its flavour.

The following rule changes speed the game up and help keep it tidy.

Hero Placement: Half start in Greece and half in Phoecinia (sic). When a Hero is born he is placed in an area determined by a red and white die roll (see below): (This is a major rule change that spreads the action around the board and avoids Heroes being ignored when they arrive on the scene too late to start their moves from Greece as specified in the original rules.)

Movement: The basic move on land is 3 hexes and on water 10 (which cannot be combined). Other small rules regarding Prize placement and move advantages are modified to take into consideration the basic move of 3 instead of 2. If a Hero is moving with a Prize his move on water is reduced to 3.

The River Ocean : is divided into four areas as per the folds in the game map (assuming you don't want to mark your board). Hexes straddling the fold can be considered as being in both areas.

Control: To move any Hero you must have at least one point spent on it. (This in itself is unimportant but it speeds the game because players carry out a pre-planned move.) The same applies to moving a Monster.

Boats: Every player has just one boat which can be used at any time (no dice rolling at all). A Hero cannot embark and disembark in the same game turn.

Prizes: These must be a minimum of 4 hexes from each other. Also players might care to agree that Heroes placed at random from a 'Born' die roll should not be closer than 4 hexes to a prize even if the Hero has to be placed in an adjacent area. This stops a Hero getting a Prize in one move.

Some other changes

These are not essential to the speeding up of the game but are changes we made for the purpose of play improvement.

Fates: We do not draw these at the start. We found the glory points award system as a result of this draw difficult to manage and rather silly. We put 3 Fate counters on each Game Turn space. These result in Hero deaths or births (roll dice).

Combat: The rules permit fixed fights (making a monster launch a suicide attack on your Hero for the sake of glory points). This we don't allow.

Hero Helpers: We limit heroes to just one sword and just one shield (i.e. not two of the same items). There is no limit on other helpers they pick up.

Magic: We found this unnecessary to the fun of the game. The Magic number we either ignore or treat as a normal attack number if the counter shows zero as attack strength.

Glory Points from killing a Hero: These are derived from all of the points on a killed Hero not just the controlling player's points.

Volcano (Divine Occurrence): Because these affect just one hex instead of an area each point spent is worth +20 (as opposed to +10 in earthquakes). But one mostly wishes to affect only one Hero in one hex and we find it is all too easy to wipe out Heroes with Volcanic eruptions. The +20 therefore should be reduced to +10 (see also below).

Hero survival: By spending enough power points on a Divine Occurrence a player can ensure the demise of a Hero. I feel there should be some element of chance (Heroes weren't Heroes for nothing) and that irrespective of what is thrown at them by the Heavens they should be able to survive on a dice roll of, say, 16 or less, i.e. a one in six chance of survival.

Some games start out pretty badly but are capable of improvement (and some aren't). *Mythology* starts out as a very good game and the above changes are merely an attempt to speed the thing up so that it can be played in one evening without losing any of its excitement. With the changes we've made a game should last about 3½ hours by which time all of the prizes should have been snatched or as near as makes no odds.

Derek Carver,
Oxshott, Surrey.

WHITE DIE

		1	2	3	4	5	6
R	1	Choice	Iberia	Celts	Hesperia	Nymphs of N.	Barbarians
E	2	Hyperborians	Choice	The Muses	Greece	Scytlians	Lydia
D	3	Caucaus	Sarmatians	Choice	Bithynia	Kufra	Media
D	4	Cilicia	Greece	Persia	Choice	Asia	Phoecinia
I	5	Arabia	Egypt	Nubia	Greece	Choice	Aethipians
E	6	Cush	Tuat	Mauretania	Libya	Cyrenaica	Choice

The Flymen

Fiend Factory is a regular department for new monsters edited by Albie Fiore. This issue it is devoted to the winning entry in the Fiend Factory Competition (White Dwarf 20) *and should be read prior to the scenario on page 16.*

by Daniel Collerton

Flymen may be encountered in one of two forms: either the party and the flymen will both be at their normal size, in which case the flymen will be about ½" long; or some magical means of size-transformation will have rendered party and flymen the same size. Encountered in the former case, the following statistics apply:

FLYMEN

No. Appearing:	**1 swarm (50–200)**
Armour Class:	**0 when flying, 6 on ground**
Movement:	**½"/12"**
Hit Dice:	**1 hit point**
Treasure:	**See below**
Attack:	**Special**
Alignment:	**Lawful neutral**
Intelligence:	**Average-plus**
Monstermark:	**0.004 (level I in 12 levels)**

Flymen encountered outside their hive, as a swarm, will be composed of warriors, with a few flyguards or flymagi (see statistics for 'large-sized' flymen). They attack with weapons too small to do any damage in themselves; however, the weapons are smeared with a poison made from various insect venoms, so that a hit will have similar effects to a bee or wasp sting. If a hit is scored, then roll a d20; a roll of 20 means the victim is allergic to the poison. (Note: This 'allergy check' need only be made once, the first time a person is hit.) Persons who are allergic are allowed a saving throw (save vs. poison) each time they are hit, failure leading to inconvenience and possible death – roll a d8: a score of 1–7 renders the area 'stung' swollen and useless. The effect takes 1–4 turns to set in and lasts for 24 + 1–20 turns. If an 8 is rolled on the d8, the victim falls into a coma in 1–4 melee rounds, and dies in 24 + 1–20 turns unless the venom is neutralised.

Flymen may swarm in a dense cloud around the head and body of a single victim, which effectively blinds him so that he strikes at -4 to hit and allows 1–4 automatic hits by the flymen's weapons.

When flying, flymen can only be harmed by the following attack modes: edged weapons (because the draught from blunt ones pushes the flymen out of harm's way), and area effect magic *(lightning bolt, fireball, ice storm, cloudkill* etc.); impromptu assaults using fire, flyswatters etc. are also effective.

Because of their small size and dark colour, up to two flymen per 10' square area can hide so effectively that there is but a 1 in 20 chance of their being noticed. They may only do this on a rough, dark background in poor light.

If the party has been magically transformed to the same size as the flymen, it will become apparent that there are several different classes of them:

DRONES

No. Appearing:	**11–20 in hive**
Armour Class:	**8**
Movement:	**9"/210"**
Hit Dice:	**4 hit points**
Treasure:	**Nil**
Attack:	**Nil**
Alignment:	**Lawful neutral**
Intelligence:	**Semi**
Monstermark:	**Not applicable**

FLYMAN

These tall, heavily muscled (17 strength) idiots do most of the heavy work in any hive of flymen. They obey any simple order prefixed by a command word – this word varies from hive to hive – doing *exactly* as they are told; but they will not harm another member of their hive. They are sexless and unclad. The drones form the Ten Thousand.

ARTISANS

No. Appearing:	**1–10 in hive**
Armour Class:	**8**
Movement:	**9"/210"**
Hit Dice:	**6 hit points**
Treasure:	**1–100 gp**
Attack:	**By weapon type**
Alignment:	**Lawful neutral**
Intelligence:	**Average**
Monstermark:	**0.67 (level I in 12 levels)**

These are the craftsmen of a hive, doing all skilled work. They are organised into a system of guilds, which is subordinate to the council of flyguards known as the Fifteen. They dress in work clothes and are normally armed with daggers, which are not poisoned. Their skill, particularly in metalwork, is immense and reputed to surpass even that of the dwarves. The artisans form the Thousand.

They attack as one hit die monsters and save as first level fighters.

WARRIORS

No. Appearing:	**1–10 in hive;50–200 in swarm**
Armour Class:	**6**
Movement:	**9"/210"**
Hit Dice:	**10 hit points**
Treasure:	**5–500 gp**
Attack:	**By weapon type + special**
Alignment:	**Lawful neutral**
Intelligence:	**Average/very**
Monstermark:	**27.4 (level III in 12 levels)**

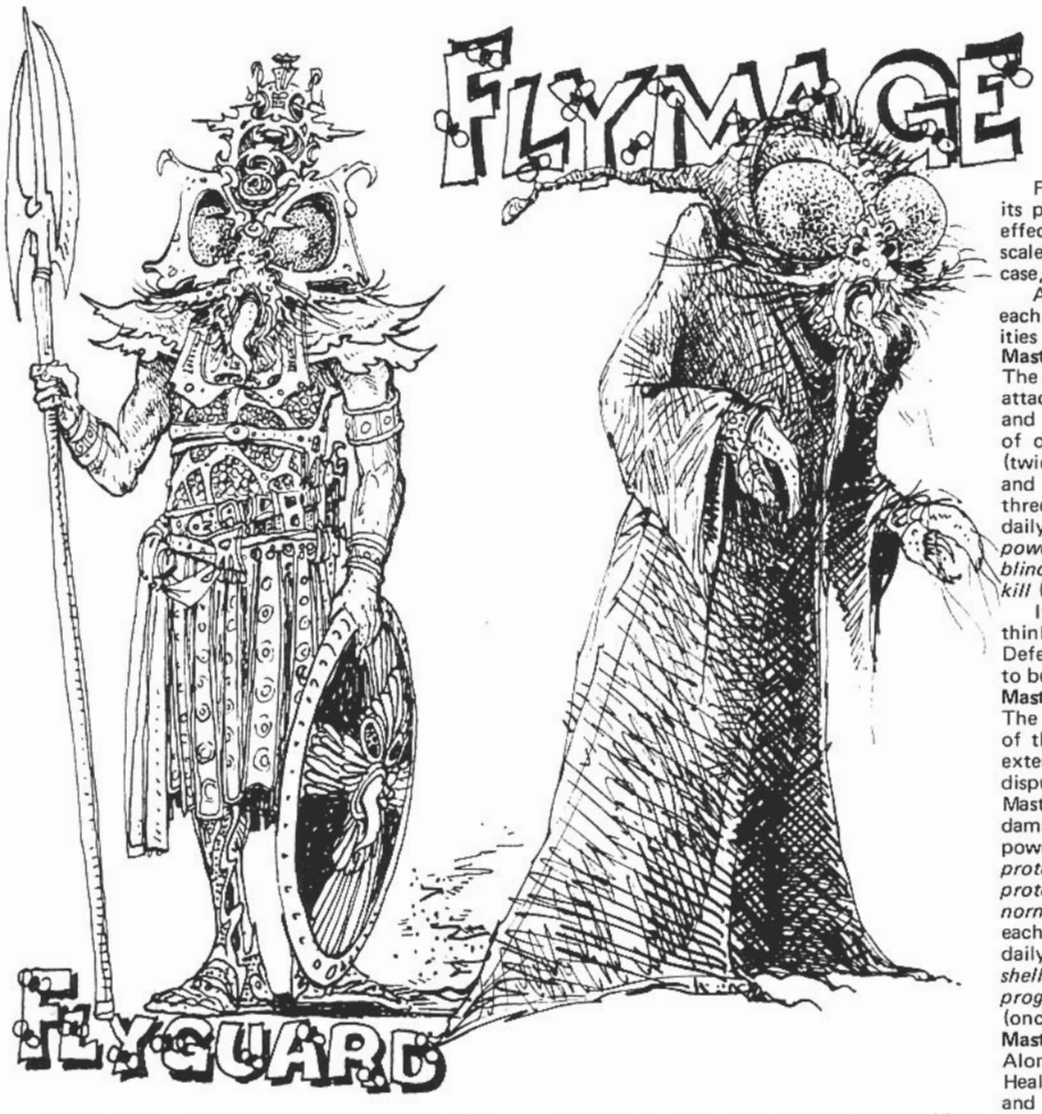
These form the military force of any hive, commonly organised into five companies each one hundred strong, and commanded by a flymage and three flyguards. They are known as the Five Hundred. Their chitin armour is the equivalent of studded leather, and their shields are made of beetle carapaces. Like drones and artisans, they have fragile membranous wings, which when not in use fold under protective wing-cases on the creature's back.

Normally armed with shortbow, sword and dagger, the flyman warrior attacks as a 3 hit dice monster and saves as a 3rd level fighter. Its weapons are envenomed (see statistics for the small size above) with a poison which, if the victim is the same size as the flyman, causes a saving throw vs. poison to be made. If the throw is successful, the victim takes 4 + 1–6 damage; if he fails to save, he dies. Persons who have been determined to be allergic (1 chance in 20) to the venom save at -4 on the die. A weapon carries sufficient venom to last for five strikes.

FLYGUARD
(Also called the Fifteen)

No. Appearing:	**1–4**
Armour Class:	**4**
Movement:	**12"**
Hit Dice:	**50 hit points**
Treasure:	**A**
Attack:	**By weapon type + special**
Alignment:	**Lawful neutral**
Intelligence:	**High/exceptional**
Monstermark:	**167.72 (level VII in 12 levels)**

The council of Fifteen forms the military command of a hive and is usually involved in a power struggle with the Five for control of the hive. Like flymagi, flyguards have ability to size-change and have *size-rods* (see Notes). They are usually dressed in high-quality chainmail with a chitin shield; their main weapon is the halberd, but they also carry longsword, dagger and short composite bow. As flymagi, flyguards have lost the use of their wings (hence only one movement speed) but fly by using▶



▶riding wasps. Due to long and intensive training they may make two attacks per melee round, striking as a 9 hit dice monster. They save as if 9th level fighters. Their weapons are envenomed as are those of warriors.

The concept of personal honour is very important to flyguards, and they will go to any lengths to avoid doing anything they consider dishonourable – the ultimate dishonour for them is causing harm to the hive.

FLYMAGE
(Also called the Five)

No. Appearing:	**1–2**
Armour Class:	**4**
Movement:	**12"**
Hit Dice:	**40 hit points**
Treasure:	**Z**
Attack:	**By weapon type + special**
Alignment:	**Lawful neutral**
Intelligence:	**Exceptional-plus**
Monstermark:	**170.79 (level VII in 12 levels)**

The Five form the supreme spiritual and temporal authority of a hive of flymen, at least in theory; in practice their authority is often disputed by the Fifteen. As a representative of the insect god on the *Prime Material Plane,* each flymage has special powers given to it by Ssrrpt'ck; certain of these powers are common to all flymagi, and others are specific to individuals. The powers are further divided into innate powers, in which case only a mental command is required to use them, and those granted by Ssrrpt'ck. In the case of these latter powers, the god must be petitioned by a prayer (audible or inaudible), taking five melee rounds to make. The powers approximate to spells in their effects, but it must be stressed that none of them has a material, verbal or somatic component as human spells do.

Flymagi dress in loose robes of grey spidersilk, often embroidered with words of power and snatches from the holy scriptures. The holy symbol is a stylised insect, worn around the neck. Flymagi have no effect on undead. Their only weapon is an envenomed dagger.

All flymagi carry *size-rods,* and have the innate power of *size-change* (see below).

A normal hive has five flymagi, each caring for a different aspect of life; these are detailed below. Each of the five Masters has a white-robed apprentice, who has no powers until the death of its Master, when it acquires all its Master's former powers. Ten years is required to raise a larva to the point where it can become a representative of Ssrrpt'ck, if both Master and apprentice are slain. The apprentices normally follow their respective Masters at all times. Masters are considered to be 12th level for purposes of combat, spell-casting and saving throws, unless a higher level is required to cast a particular spell, in which case they cast it as if of the minimum required level.

All flymagi have the following innate powers, equivalent to the stated spells in effect, but requiring only one segment to cast by mental command:

Locate Insects: As the druidic spell *locate animals,* but only insects can be found. Usable twice daily.

Summon Insects: As the druidic spell of the same name; usable twice daily.

Repel Insects: As the druidic spell of the same name; usable once daily.

Insect Plague: As the druidic spell of the same name; usable once weekly.

Creeping Doom: As the druidic spell of the same name; usable monthly.

Size Change: This is a process whereby the flymage can change in size from its normal ½" to roughly human size. This lasts for 30 turns and takes one melee round to happen. No other actions are possible in that time. Shrinkage to normal size is automatic after 30 turns, and can be initiated voluntarily at any time. *Size-change* can be used only once per day. Any personal equipment carried or worn is also *size-changed.*

Regardless of its own size, a flymage using its powers may opt to use ranges and areas of effect as given in the *Players' Handbook,* or to scale them down to flymen size. In this latter case, duration is unaffected.

As stated above, there are five flymagi in each hive, each with its own special responsibilities and powers:

Master Attack

The Master Attack is responsible for vengeance attacks on all those who have harmed insects, and for this task is equipped with a wide range of offensive powers: *sleep* and *lightning bolt* (twice daily each); *charm person, charm animal* and *charm monster* (may use any two of the three daily); *Mordenkainen's sword* (usable daily); *cloudkill* (twice weekly); *death spell* and *power word: stun* (usable weekly); *power word: blind* (usable twice monthly); and *power word: kill* (usable but once per month).

It is often at odds with the Master Defence, thinking it timid and cowardly; the Master Defence, of course, believes its opposite number to be a reckless fool.

Master Defence

The Master Defence's primary task is the welfare of the hive's larvae, but its sphere of influence extends throughout the hive. Its major ally in disputes is the Master Healer, which, like Master Defence, is overconcerned with possible damage to the hive. The Master Defence's powers are: *shield* and *web* (twice per day); *protection from good/evil, protection from fire, protection from lightning* and *protection from normal missiles* (any three of the four usable each day); *wall of force* and *wizard lock* (usable daily); *glyph of warding, blade barrier, antimagic shell, globe of invulnerability, guards* and *wards, programmed illusion* and *permanent illusion* (once weekly each).

Master Healer

Along with the Master Defence, the Master Healer is responsible for the welfare of the hive and in particular the sick or injured. It usually supports the Master Defence of a hive against the Masters Attack and Knowledge. It has the following powers: *cure* (up to 50 hit points per day); *remove fear* (thrice daily); *slow poison* (twice daily), *neutralise poison, dispel magic* and *dispel evil/good* (each once daily); *cure blindness, cure disease* and *remove curse* (each once weekly); *raise dead* (usable once per month).

Master Knowledge

The Master Knowledge's chief function is to gather information which can then be sold to the highest bidder thus keeping the hive solvent. To this end it will often support the Master Attack's policies, seeing in them a better chance of providing new knowledge. The Master Knowledge has a wide range of powers to aid him in his work, these being: *detect evil, detect magic, detect charm, detect lie, detect illusion, detect invisibility* and *detect snares and pits* (five from the seven daily); *speak with dead, speak with plants, speak with animals* and *speak with monsters* (three from the four each day); *locate animals, locate objects* and *locate plants* (two of the three usable each day); *know alignment* (twice daily); *find traps, find the path, identify, clairvoyance* and *clairaudience* (once daily); *stonetell, tongues, contact other plane* and *legend lore* (once per week each).

The Master also functions as a sage of the highest category and often has an exceedingly good reference library available.

Master Worshipper

(Also called the Master Religious)

As head of the hive's spiritual department, supreme authority is vested in the Master Religious, if it is vested in anyone, and it is often called on to mediate between the factions headed respectively by the Masters Attack and Knowledge, and the Masters Defence and Healer, which duty it carries out after consulting with Ssrrpt'ck the insect god as to which course is best. The Master Worshipper carries

out all the religious services of the hive, assisted if necessary by other flymagi. It has the following powers: *bless* and *prayer* (each thrice daily); *chant* (twice daily); *augury* and *holy word* (once daily each); *divination* and *exorcise* (weekly); *commune* and *atonement* (monthly).

The Master Worshipper will also sometimes experience prophetic or warning dreams.

Size-Rods

Each flymage has a *size-rod.* This is 2' long, 2" thick (relative to the size of the flymage) and ornately carved. If pointed at an object or person, the owner of the rod can use it to change that person or object's size from flyman to human size or vice-versa. The effect lasts for 30 turns and takes one melee round. Intelligent creatures who do not wish to be changed are allowed a saving roll vs. rods.

Size-rods have 1–20 charges when found, and may only be recharged by the Master Worshipper in a special service of worship to Ssrrpt-'ck. Any character may use a *size-rod;* gaining one is worth 4,000 experience points, and it can be sold for 20,000 gp.

GENERAL INFORMATION

Although commonly called flymen, the Hrrr'l, as they call themselves, have more in common with bees and other social insects than flies. Their origin is unknown, but among themselves they say that the insect god Ssrrpt'ck created them to protect insects from predators. Most flymen worship Ssrrpt'ck with the Master Religious as high priest; however, it is rumoured that some of them have turned from the true path, and worship Lolth, demon queen of spiders *(Module D3, Vault of the Drow).*

In appearance the Hrrr'l are as illustrated, with shiny black skin, humanoid bodies and fly-like heads. Their compound eyes mean that they generally have poor vision, but they make up for this by having extremely good senses of taste and smell – even to the extent of being able to detect invisible foes by smell 25% of the time. All flymen, apart from the drones which are neuter, are hermaphrodites; all except the flyguards and flymagi retain fragile membranous wings.

Their larvae are selected for class at birth, any weaklings being rejected, and then communally reared to produce identical individuals – hence all of a given type have the same number of hit points – except the flyguards and flymagi, which are raised individually, though they still have the same number of hit points each. Each flymage or flyguard is brought up by the flyman it will eventually replace.

Drones live to the age of 30 years; artisans 40, warriors 30, flyguards 50 and flymagi to 80 years. After this, they are killed and sent to the kitchens; this fate also awaits any flyman too ill or injured for the Master Healer to help.

The Hrrr'l have their own language which consists of a series of hisses, buzzes and clicks; it is 99% certain that any humanoid trying to learn the language will fail. Flyguards can in addition speak common and lawful neutral; flymagi speak these tongues and up to five others. All flymen can communicate with insects, even giant ones.

The Hrrr'l make great use of insects as domestic animals and so forth, such insects always being well-treated and mostly consisting of pack-beetles and riding wasps.

The Hrrr'l live in autonomous hives with generally scant association between them. These hives are generally tunnelled through rock or formed from a concrete-like secretion and consist of a series of chambers connected by passageways, the whole often being intricately decorated and carved. All hives have the same social organisation, consisting of three main classes reigned over by two councils. The ultimate authority in a hive is the Five, a council of flymagi composed of the Masters Attack, Defence, Healing, Knowledge and Religious; under this is the Fifteen, composed of flyguards, who are responsible for the military aspects of hive life, and below these in descending order of status come the Five Hundred (warriors) the Thousand (artisans), and the Ten Thousand (drones).

Flymen are generally exceedingly polite and ruthless, especially where the welfare of the hive is concerned – in fact it is said that to one of gentle breeding there is nothing so exquisite as hearing the apology of a flyman as it stabs one in the back. The Hrrr'l have a complex set of laws and customs which regulate all areas of activity, for example there is a system of accents, intonations, honorifics and gestures used in conversation which vary according to who is addressing whom, the time of day, and the current phase of the moon. These laws even extend to regulating the power struggle between the Five and the Fifteen which is a feature of life in most hives. The hive always comes first for a flyman, and its safety is prized even above an individual's honour – certainly no Hrrr'l would hesitate to lay down his life for it.

Flymen are concerned with the welfare of insects, and many is the farmer whose farmhouse has collapsed due to woodworm after he killed insects eating his crops; they have the secondary function of being purveyors of information. Their small size and contacts among insects are invaluable for spying and other nefarious activities, and they maintain close links with the Guild of Sages; they boast that there is no item of information which they cannot provide if the price is right.

Their selective breeding and rearing suits each hive member ideally to his allotted task; generally they have little wish to do anything else. Thus artisans tend to be mainly interested in making things, warriors in combat and drones in virtually nothing. This tendency is less pronounced in the Five and the Fifteen although the various Masters often seem somewhat stereotyped.

This then is the typical hive, found in temperate areas. Two other major kinds of flymen might be encountered; the Northflies and the Sandflies:

NORTHFLIES

The Arr'hrrr'l (as they are known) live far to the north of the temperate lands inhabited by normal flymen and are rarely seen anywhere but their homelands, where they live in hives burrowed into the glaciers of the polar icefields. The Arr'hrrr'l have a different social order to the more normal flymen, consisting of tribal groups inhabiting an ice-cave complex rather than a true hive organisation as detailed above.

A normal tribe will consist of one flymage, five flyguards, forty warriors, one hundred artisans and two hundred drones. Apart from the flymage, the various classes are exactly the same as those described above for normal Hrrr'l. The northflymage has innate powers over insects and its own size as described for normal flymagi, and in addition the following powers: *ice storm* (usable twice daily); *wall of ice* and *cone of cold* (usable once daily each); *Otiluke's freezing sphere* (weekly). Otherwise it conforms to the statistics for flymagi.

All northflies behave at all times as if *resist cold* had been cast on them. They generally dress in spider-silk garments of various types, the warriors have chitin armour and the flyguards metal; they are armed with throwing spears and longswords. Relations with other flymen are cordial except with respect to the sandflies who are at best regarded with suspicion. The Arr'hrrr'l are vulnerable to fire or other heat; attacks using this are at -2 on saving throws and do +1 hit point of damage on each die rolled.

SANDFLIES

The Kck'hrrr'l are based in the vast deserts of the world, but range widely in search of trade and plunder. They are regarded with distrust by normal flymen as being without honour, but amongst themselves they do have customs and▶

▶laws; it is only to outsiders that they will behave badly. Their home-hive's location is unknown as indeed is its existence, as only war or trading groups are seen; these in fact are virtually identical as the traders are always on the lookout for an increase in profits. The typical group encountered has the following composition: one flymage, two flyguards, forty warriors, and various pack beetles, riding wasps etc.

The sandflymage is the only class which differs from normal flymen, and there only in its powers. It has the normal innate powers, but its special powers are: *produce flame* and *protection from flame* (each usable thrice daily); *fire trap* and *fireball* (twice daily); *wall of fire, fire charm, fire shield* and *produce fire* (daily); and *flame strike* (weekly).

Kck'hrrr'l will die rather than reveal the location of their home hive — even if *charmed, commanded* etc. a mental compulsion to protect their hive will cause them to die. They are vulnerable to cold, and attacks using this are at -1 to all saving throws and +½ point of damage per die rolled. (Ignore any excess half-points of damage.)

Notes for Adventurers and DMs

1: A spell duplicating the size-change powers of flyguards and flymagi is given below. This will have to be researched by any character wishing to use it in the normal manner. It is a fourth level magic user spell, third level clerical.

SIZE-CHANGE (Alteration) Reversible
Level: *4th magic user, 3rd clerical*
Range: *Touch*
Duration: *30 turns*
Area of Effect: *1 person or object*
Components: *V, S, M*
Casting Time: *4 segments*
Saving Throw: *Negates. (Only unwilling victims need roll.)*

When cast, this spell causes the person or object touched to shrink by a factor of 144 — thus a six-foot tall humanoid would shrink to roughly ½" in height — and remain at that size for 30 turns (or until dispelled). Any clothing or personal effects are also shrunken. The material component is a small telescopic rod 6" long, which must be compressed or extended as the spell is cast. It can be reused, but initially costs 1,000 gp and must be made by a skilled jeweller or artisan. An intelligent creature not wishing to be size-changed is allowed a saving throw.

2: The flymen's heads are made of a chitinous material which is strong enough for their heads to be hollowed out and used as rudimentary masks, which will be good enough to fool flymen as long as something is used to mask the smell of the wearer. Such masks last 11—20 turns before disintegrating. Each time a mask like this is used there is a 5% chance of catching some kind of disease.

3: Adventures can be started using the following initial situations:

a) The party is approached for information, or is in need of a flyman to tell them some desired snippet of information.
b) The party is attacked for cruelty to insects.
c) The party is recruited to take part in the intrigues of the hive, as bodyguards or assassins. (NB: 'Slash and hack' parties will generally have unsuccessful times in hives.) ■

The Hive of the Hrrr'l

by Daniel Collerton

This scenario should be read in conjunction with the Flymen described in Fiend Factory. *It can be used for adventures with a party of any strength and level as it is up to the DM to outline the objective of the adventure. For example, a low level party could enter the hive to gain information while a high level party could be invited into the hive as part of an intrigue within the flymen community.*

HISTORY OF THE HIVE

Five hundred years ago, in the Jihad between the K'kzzt'ck and T'cksz hives, a group of flymen wearied of conflict and left to form a new hive in a region far away. This grew slowly over three hundred years, extending its power over all insects in the area. However, the flymen had turned from the True Path and were oppressing insects rather than helping them. This angered Ssrrpt'ck, the Insect God, and he struck down nine-tenths of the hive with a sickness which stopped only when the Master Religious offered itself as a sacrifice. The last two hundred years have seen recovery. Links with other hives were made, the hive having previously been isolated. The first instance of the hive providing information came 200 years ago, and it is this which led to the hive's present wealth. The hive is presently at peace, even the local farmers being on cordial terms with it thanks to a mixture of threats and bribes.

NOTES FOR THE DM

1. The temperature in the hive is about 70° F.
2. There is an acrid, musty smell throughout the hive.
3. Walls, floors and roof are of rough sandstone unless otherwise noted.
4. There are few doors in the hive, most openings being covered by drone-skin screens. What doors there are do not need rolls to open unless locked.
5. The hive is lit by ornate metal lamps (steel in most areas, silver in flyguard and flymage rooms) which burn beeswax and are kept in order by the Guild of Lamptenders. One is found every 20' throughout the hive.
6. The stone through which the hive is tunnelled is protected by Ssrrpt'ck and is unaffected by spells.
7. Because of the insect scouts around the hive, the Hrrr'l will be aware of 90% of approaching parties. Such parties will be met by a patrol of one flyguard and 20 warriors who will either escort the party into the hive or persuade them to leave. Failure to obey the patrol will cause the hive to be alerted and the Master Attack to investigate.
8. All features are described as they appear to a half-inch tall flyman, thus a twenty-foot wide corridor is, in actuality, only about 1½" across.
9. Passageways are generally as high as they are wide, and rooms are 20' high unless otherwise noted.
10. There is neither night nor day in the hive — the population work and sleep in 8 hour shifts, thus corridors and rooms are always crowded.
11. There is no objective as such in this module; rather it provides a base on which adventures can be built. The greatest success will come to parties taking part in the intrigues which abound in the hive; even low-level parties can have a profitable time if they ally themselves with one of the powerful factions.
12. Furniture in the hive is not normally made of wood, but of bone or chitin. Clothing is of spider-silk.
13. All insects in the hive are normal, but appear to the flymen to be giant-sized, and are treated as such.
14. The hive is situated in the side of a sandstone cliff in wilderness area.
15. Unless noted as *size-changed*, all coins, gems, etc. are flymen coins, gems, etc. 3,000,000 flymen coins are equal to one normal coin. The *actual* value of any gem, etc. is given in brackets; in the hive, it will seem more valuable as it appears larger.
16. The command word for the hive's drones is *Kzzt'ck'nt.*
17. *MM* denotes a monster from *TSR's Monster Manual; DMG,* an item from their *Dungeon Master's Guide.*

ENCOUNTERS

OUTSIDE THE HIVE

If the party has escaped detection there is still a 10% chance per turn that an encounter will occur. If an encounter takes place, roll 1d20:

Die Roll	Type of Encounter
1-14	1 flyguard + 20 warriors on patrol.
15-17	Sandfly trading caravan, consisting of 1 sandflymage, 2 flyguards, 40 warriors, and 20 bombardier beetles.
18-19	Master Attack, 3 flyguards, 40 warriors; raiding some insect-hater.
20	Master Knowledge + 2 flyguards on spying mission.

Caravans will carry goods worth 1,000 gp and weighing 0.5 kg. Patrols and Masters will generally investigate parties, while caravans will try to avoid them and gain the safety of the hive.

INSIDE THE HIVE

Normal probability of encounter occurring; if it occurs, roll 1d20 to determine type:

Die Roll	Type of Encounter
1-10	11-20 drones.
11-15	11-20 artisans.
16-17	1-8 off-duty warriors, looking for excitement.
18	Patrol: flyguard + 10 warriors.
19	Flyguard.
20	Master — roll d8 for type: 1-2 Master Attack + 5 warriors; 3-4 Master Defence + 5 warriors; Master Knowledge + 5 artisans; 6 Master Healing + 5 artisans; 7-8 Master Religious.

Flymen will ignore the party unless on patrol, or seeing suspicious behaviour.

KEY

1. Entrance, Guard Posts and Maze

Entry is through a stone door 40' square. This is operated by winches in the west alcove, otherwise requiring a *bend bars* roll to open. It is camouflaged, and counts as concealed when shut. Each alcove contains 10 warriors with the west alcove also having a flyguard. Parties wishing to enter the hive must identify themselves, be shrunk by the flyguard's *Size Rod,* hooded and led through the maze into the hive. If attacked the flymen fight a delaying action while two warriors go for help, which takes two turns to arrive, in the form of the Master Attack and warriors. The maze is merely to delay invaders, allowing time to organise a defence.

2. Main Gate
The hall at this point is blocked by a rock wall reaching from floor to roof. In front of this is a 20' wide ditch, with large drains leading to an underground stream. This prevents the hive from being flooded. The wall has 100 arrow slits, which can be closed with stone shutters to form an almost airtight seal. A drawbridge 20' wide and 30' long fits into the centre of the wall, with an equally tight seal when raised; it is across this that entry to the hive is gained. When bridge and shutters are closed, the hive cannot be smoked out; likewise *cloudkill* spells etc. have no effect. In normal circumstances, there are 20 warriors and a flyguard on duty but reinforcements can be summoned from the barracks (5a—e).

3. Master Attack's Room
This is closed off by a fine spider-silk hanging (worth 200 gp). The floor is covered with polished wingcases arranged in mosaics, depicting a collapsing barn. The walls have plain grey silk hangings and the ceiling is covered with beaten silver (worth 200 gp). Chairs and tables are scattered about and a writing-desk stands in the northwest corner. A large bed with hangings of pale-blue silk occupies the south wall while a chandelier made of precious stones hangs from the ceiling, reflecting the light of silver lamps in each corner. (Chandelier 1,000 gp, lamps 100 gp each.) A map of the surrounding area occupies the west wall.

At the foot of the bed lies a locked chest which contains 100,000 gp and a pouch with 40 gems (total value 3,900 gp) in it. On one of the tables lies a long, finely-made casket (locked, with a poison needle trap). Inside is a *size-changed Wand of Fire* (DMG) and the casket is magical; any *size-changed* object will remain small so long as it is inside and for thirty turns thereafter. The *Wand of Fire* is used by Ck'krrt, the Master Attack, on raids.

Ck'krrt is in the ascendancy in the hive, since the Master Religious T'ck't'ck supports an expansionist policy over that proposed by the Masters Defence and Healing, Tck'ckss and Xr'tck. Ck'krrt's apprentice and lover Sss'ck is that rare thing, a dishonourable flyman. It has allied with Tck'ckss and hopes to kill Ck'krrt without arousing suspicion so that it can become Master Attack. Ck'krrt is brave and even-tempered, although given to awesome rages if it sees insects mistreated. Sss'ck seems charming, but hides a truly evil character beneath its fair exterior.

4. Stables
Pens containing pack and riding insects line the walls, the centre of the floor is occupied by a pile of forage, used to feed the insects. There are 20 artisans of the Stabletenders Guild preent, with 100 drones; 1-10 warriors may also be present. The insects are 50 riding wasps (AC4; 4d8; AH 2-8/1-4 + poison)(MM) and 100 pack beetles (AC4; 2d8 + 2; AH 2-12 + acid cloud) (MM).

5. Warriors' Barracks
Each barrack has 100 beds and chests as well as tables, chairs, benches etc. At any time 51-60 warriors are present (the other 40-50 are on duty), half asleep and the rest drinking, talking, gaming etc. In barracks the warriors are armed with daggers (1-4 damage, no poison) all other weapons being kept in the armouries (rooms marked A), each of which contains 120 swords, 120 shortbows and 20,000 arrows. Warriors wear armour at all times unless asleep. There is great rivalry between the different Hundreds, occasionally spilling over into violence. The divisions are:

5a. The First Hundred
Commanded by the Master Attack assisted by the flyguards Wqn'ck, St'ck and Zz'kcqn.

5b. The Second Hundred
Commanded by the Master Defence assisted by the flyguards Ck'npt'ck, Sz'ck'nt and Zzzt'ckx.

5c. The Third Hundred
Commanded by the Master Healer assisted by the flyguards Xurtpt, Qn'ck, and Tzzst.

5d. The Fourth Hundred
Commanded by the Master Knowledge assisted by the flyguards Rc'ck, Tcn'ck and Qntzz.

5e. The Fifth Hundred
Commanded by the Master Religious assisted by the flyguards Sh'ck, Zzh'kn and Kn'rst.

There is a 5% chance that a Master will be in a barrack, and a 20% chance that a flyguard is present. Armouries (A) are closed off by locked iron bars to which 1 in 10 warriors, and flyguards and flymagi, have keys.

6. Parade Ground
This is clear except for a dais in the centre of the north wall, and lines on the floor to help the Hundreds dress themselves on parade.

7. Market
A vast area covered with stalls selling products from other hives. (Silk-vendors, nectar merchants, gem dealers, food-sellers etc.). There are 101-200 sellers present, 90% sandflies (including flymagi and flyguards) and the remainder artisans from other hives. There will also be 500 drones and up to 100 customers from the hive, one-third of these being warriors and the rest artisans.

8. Expensive Merchandise Section
10 warriors guard the entrance to this room which contains 11-20 high-class dealers in bullion, gems, jewellery and silks, each with its own partitioned alcove and 10 warrior guards. Each merchant has 1-10,000 gp worth of merchandise, and counts as a flyguard or sandflymage (10% chance). There will be 21-40 customers.

9. Storage Space
These rooms house goods which are not on display in (7) as well as stabling pack beetles. There will be 51-70 giant bombardier beetles, 40 drones, 15 artisans, and 11-20 warriors.

10. Quarters of the Flyguard
These chambers are similar, each having one or more beds, tables and chairs, desks, cabinets and lamps, statues etc. Furnishings are of high quality, being gold-inlaid, ornately carved or otherwise out of the ordinary. Each room is detailed below.

10a. Wqn'ck's Quarters
A chest contains 50,000 gp and a pouch of gems (4,000 gp actual value). It is locked and has a trap which shoots acid out for 20' in front of it, if set off, causing 4d10 damage. Wqn'ck supports the Master Attack's policies and despises those who do not agree with it as cowards. It is an intolerant braggart, nevertheless brave, if lacking caution.

10b. St'ck's Quarters
A locked chest contains 20,000 gp and assorted gems (worth 7,000 gp). A pile of very thick rope in one corner is actually a *rope of constriction* (DMG) while a coffer with the same properties as the Master Attack's casket (3) contains a shrunken *+3 crossbow of accuracy* (DMG). St'ck is a member of the Master Defence's party and is trying to persuade Wqn'ck to change its views — with scant success, since that worthy does not want to reveal its true allegiance.

10c. Zz'kcqn's Quarters
A chest (locked, with a poison needle trap) contains 20,000 gp and many gems (worth 7,000 gp). A casket similar to St'ck's coffer (10b) contains a size-changed *Broom of Flying* (DMG). Zz'kcqn supports the Master Attack but considers itself above "petty intrigue".

10d. Ck'npt'ck's Quarters
A locked chest contains 37,000 gp and gems (actual value 3,500 gp). A large boulder on the floor is actually a *Stone of Controlling Earth Elementals* (DMG) while Ck'npt'ck wears a *Sword, +1, +3 vs. Lycanthropes,* which has been *size-changed.* Its scabbard keeps it small in the same way as the caskets already described (3). Ck'npt'ck is a member of the Eight, a group dedicated to the replacement of flymage rule by that of the flyguards.

10e. Sz'ck'nt's Room
A chest contains 400,000 gp and gems (with a true worth of 9,500 gp). There is no trap, but the lock is very complicated: -20% to chance of opening. Sz'ck'nt is a humane creature supporting the Master Defence.

10f. Zzzt'ckx's Chamber
A chest contains 35,000 gp; and there is a locked coffer full of gems (true worth 20,000 gp). The chest is unlocked, but a blade trap is present, attacking as a 10 hit dice creature for 4d8 damage. Zzzt'ckx is a domineering sadist, a member of the Eight.

10g. Xurtpt's Room
A large locked coffer holds 2,500 gp and some gems (true worth 14,000 gp). Xurtpt is a member of the Eight and fanatically dedicated to the overthrow of the Five; however, it dissembles well and appears to be loyal — as do the rest of the Eight.

10h. Qn'ck's Room
A secret cupboard holds sacks containing 20,000 gp and gems (true value of 5,000 gp). Qn'ck wears a suit of *+3 Splint Mail* to give it an AC of 0. This has been *size-changed* and is maintained at its smaller size by an amulet worn by Qn'ck whose effects take 10 turns to wear off should it be removed or destroyed. Qn'ck is a loyal servant of the Five, and suspects the Eight — but has no proof.

10i. Tzzst's Room
A chandelier depends from the ceiling, made of gems (worth 14,000 gp); there is a locked chest which contains 70,000 gp. Tzzst carries a *+1 Flail (size-changed)*. Tzzst is a member of the Eight, but is quite pleasant and helpful.

10j. Rc'ck's Quarters
A locked chest with a poison gas trap contains 17,000 gp and gems (with a true value of 6,500 gp). Rc'ck supports the Master Attack, convinced that the best course is to take more interest in outside affairs. Personally it is pleasant enough, but harangues anyone who lets it.

10k. Tcn'ck's Room
A chest contains 130,000 gp and gems (with a true value of 9,500 gp). Tcn'ck is a studious cool-headed flyman close in temperament to the Master Knowledge; it supports this member of the Five.

10l. Qntzz's Room
A secret drawer under the bed contains 120,000 gp, while gems (true value of 7,000 gp) are kept in a locked cupboard behind a wall hanging. Qntzz is rash, foolish and a member of the Eight.

10m. Sh'ck's Abode
A locked chest contains 75,000 gp in addition to some gems (worth 8,500 gp). A locked trunk contains 4 sealed bottles. The contents of three, if drunk at the same time, combine to form a *Potion of Climbing* (DMG). One or two, if consumed alone, have no effect. The remaining bottle is marked with a scratch on its bottom and contains poison. Sh'ck is a subtle, devious flyman; the leader of the Eight.

10n. Zzh'kn's Chamber
A locked chest contains 96,000 gp, while a secret compartment in a desk contains gems (worth 7,000 gp). Zzh'kn is content to be led by more forward flymen such as Sh'ck. It is a member of the Eight.

10o. Kn'rst's Habitation
A locked coffer contains 70,000 gp, while concealed under a loose floor tile are gems (worth 8,200 gp). Kn'rst owns a pair of *size-changed Boots of Travelling and Leaping* (DMG), kept small by magic laces. It is a member of the Eight, and is modest and self-effacing.

11. Council Room
Around a huge circular table of gold-inlaid ivory are 5 ivory, 15 chitin and several stone chairs, for use by the Five, the Fifteen, and Guildmasters respectively. There is a desk in one corner, used by an artisan to take notes, containing (non-magical) scrolls, stylets, etc. Entrance to the northern passage is through a secret door, opened by pressing a stud on the table while all chairs are occupied (or equivalent weights are placed on them). The doorway is trapped; passing through it sets off ten poisoned crossbow quarrels, 1d6 of which will hit the victim for 1d8 damage each, requiring a save vs. poison to avoid death. This trap is rendered inoperative by pressing the table stud again with no-one sitting in the chairs. The door can be opened from the north side merely by pushing; the trap is harmless if approached from this side. ▶

▶12. Minor Treasure Room
About 12,000,000 gp completely fill this room, with the exception of a small area to the east allowing passage from north to south. The coins hide the west door, which has a *permanent illusion* making it appear part of the wall. It is triple-locked, and can only be detected (10% chance) by tapping for hollow sounds or by magic. Remember gold blocks detection spells and powers.

13. Major Treasure Room
This room has the property (as do 14 and 15) that any *size-changed* articles placed therein remain that size until 30 turns after their removal. The room is closed off from the passage by a set of locked and trapped bars. Unlocking the bars with the Master Defence's key avoids setting off the trap. If the bars are opened otherwise, the ceiling will collapse for 20' in all directions causing 5d10 damage to any beneath. In the room are: 13 locked chests of silk and tapestries, (each worth 1,000 gp), each weighing 50 kg (the contents have all been *size-changed*); 4 locked chests containing rare woods, spices and hallucinogenic drugs, worth 1,500 gp and weighing 25 kg each (these have *not* been *size-changed*); 3 locked coffers, *size-changed*, tin-lined and containing rare unguents and balms weighing 20kg and worth 800 gp. All these treasures are covered by a *permanent illusion* of a Type IV Demon (MM) trapped in a pentacle.

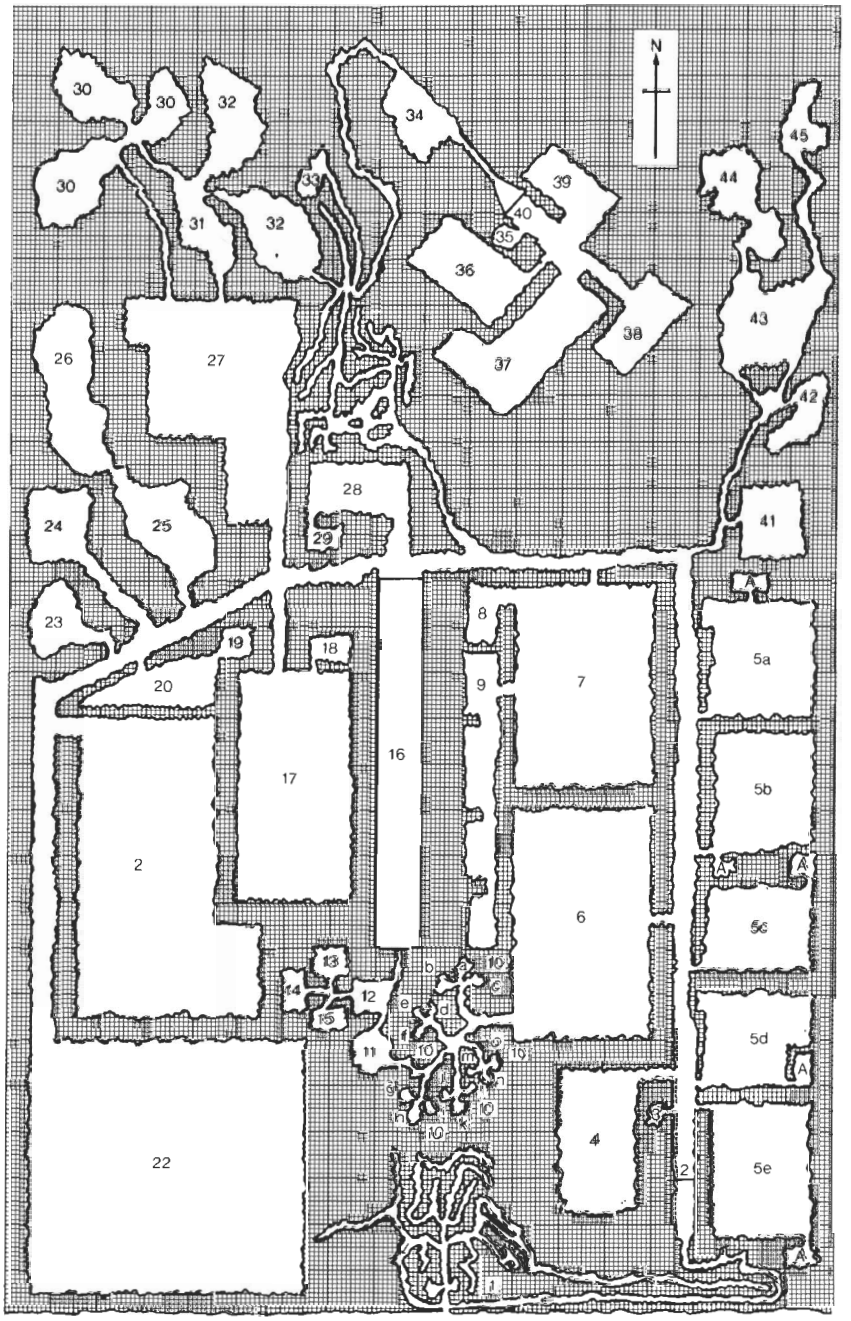
14. Major Treasure Room
Locked and trapped bars as in (13) close off this room. Inside, covered with a *permanent illusion* of an ice devil (MM), are: 14 locked chests each containing 20,000 *size-changed* cp; 10 locked chests each containing 5,000 *size-changed* sp; 5 double-locked and poison-needle trapped chests each containing 8,000 *size-changed* gp; 4 coffers also double-locked and poison-needle trapped, each with 1,000 *size-changed* pp; 2 metal coffers each with two locks and a poison needle trap, containing *size-changed* jewellery worth a total of 20,000 gp; 3 metal coffers, unlocked but with four poison needle traps each. Inside every one are gems (worth 20,000 gp).

15. Prison
Inside a pentacle is a Type VI Demon (AC-2; 8d8+8; HP: 70; AH 2-13 +special; magic weapon to hit) (MM), which will attack any releasing it before vanishing to its own plane. Any attack will release it, as will breaking the pentacle.

16. Throne Room
This is one of the most impressive rooms on the plane. Entry is through double doors 80' wide and 100' high, composed of mithril inlaid with gold and gems. Set in each is a diamond 70' by 40' which even allowing for its true size is worth a king's ransom. Each door is worth at least 200,000 gp in situ, but removal will cause damage dividing the value by 2d20 times. 40 warriors guard the doors at all times.

The interior is astounding. Emerald pillars soar 300' to a vaulting of amethyst under a roof of jet set with diamonds to resemble the night sky. The floor is of gold and silver inlay on an opal and onyx base while the walls consist of mosaics of various precious stones. At the far end is a triple-tiered dais of platinum exquisitely carved and inlaid. On the top tier are 5 thrones, each carved from a single diamond, on the middle tier are 15 thrones likewise carved from rubies, and the lowest tier bears 25 thrones similarly carved from pearls. These are for the Five, Fifteen, and Guildmasters respectively. Above the thrones is a huge figure composed of precious metals and gems, depicting Ssrrpt'ck the Insect God. The whole is lit by gold lamps. The entire room is worth perhaps 500,000 gp, but attempts at removal will reduce value as for the doors. Entrance to the south passage is through a secret door which will only open on the command word *Psst'ck* and closes automatically after one melee round.

The room is used only rarely, when impressing an ambassador, giving judgement, or consulting the hive on policy.



1 small square represents 10 feet

17. Temple of Ssrrpt'ck
This is the religious centre of the hive and is well-decorated, though not as richly as the throne room. The floor is marble inlaid with sacred texts while the walls are covered with hangings depicting scriptural scenes. The focal point of the room is a gold-covered chitin idol of Ssrrpt'ck. The god has the body of a bee, spider legs, a scorpion's tail, three heads (those of locust, fly and cockroach) and stands 60' high. Unless a service is being held, the temple is utterly empty. It is 80' high.

18. Master Religious' Quarters
The room is spartan with bare walls and ceiling and a floor covering of plain silk. Two pallets are on the floor, for T'ck't'ck the Master and its apprentice K'ke; tables and chairs stand around. T'ck't'ck wears *permanently size-changed Prayer Beads* (DMG) and supports the Master Attack's policies, but is beginning to have second thoughts thanks to the urgings of K'ke. T'ck't'ck is holy, but seriously worried about the possibility of intrigue destroying the unity of the hive. A chest in the room (locked, but not trapped) contains 100,000 gp and a pouch with gems (value 12,000 gp) inside.

19. Master Knowledge's Quarters
Bookcases line the walls, and books cover the floor. A massive table is surrounded by chairs and covered with papers. The Master Knowledge N'qrr'ck and its apprentice Kc'crqt have beds pushed against the east wall, hidden by books. Cups of herb brews litter all flat surfaces. The Master and his apprentice fit the popular conception of absent-minded alchemists, but have excellent minds. The Master Knowledge is a 91-00% sage (DMG), major field humankind, minor fauna and the supernatural and unusual. Its special categories are legends and folklore, laws and customs, philosophy and ethics, and theology and myth. The apprentice is a 51-70% sage: Major field flora with special categories fungi and herbs, minor fields the physical Universe and demi-humankind.

The Master Knowledge plays little part in intrigues, saying it hasn't the time, but if pressed aligns with the Master Attack since it sees more chance of gathering new data in these policies.

Buried under one pile of books is a large vase containing a *Potion of ESP* (DMG). There are various instruments of precious metals (actual value 10,000 gp).

20. Library
As with rooms (13-15), any article which has

been *size-changed* and left here will remain at the new size until 30 turns after its removal. A collection of books, scrolls, maps etc. (some *size-changed*) fill bookcases lining the walls; desks and chairs fill the centre of the room. Many volumes are valuable; the total worth of the collection is 40,000 gp. 20 artisans and 10 warrior guards are present at any time. It is 65% possible that the answer to any one question is somewhere in the mass of information — but a long time will be required to find it.

21. Artisans Quarters
This is mainly occupied by 500 bunkbeds, but there are also tables, chairs, chests, benches and other furniture scattered about. At any time there will be 300-350 others awake and drinking, or otherwise passing the time. The beds are grouped according to Guild, the main Guilds being: Metalworkers' Guild (200 members), Chitinworkers' Guild (300 members), Lamptenders' Guild (100 members), Weavers and Dyers' Guild (200 members), Foodworkers' Guild (150 members). These are given in descending order of status. There is much rivalry between Guilds, which often becomes lethal. Broadly, the Metalworkers and Weavers and Dyers support the Master Attack, the others are for the Master Defence.

22. Drone's Quarters
This room is bare except for 3,330 triple-tiered bunk beds in rows. At any time there will be 5,000 drones resting here.

23. Metalworkers' Workshop
There is a continual ring of hammer on anvil here as the Guild toils making weapons, armour, lamps, coins etc. The air is furnace-like; the only light comes from the forges, making the scene hellish. Bars of metal and tools lie on the floor and workbenches; suspended pieces of white-hot metal travel overhead on pulley-systems to quenching baths. The centre of the room is occupied by smelters and primitive blast furnaces stoked by drones. Vast piles of ores lie against the west wall, whence they are passed to the furnaces, with coal from another pile on the south wall. There are usually 70 artisans and 2,000 drones present.

24. Chitinworkers' Workshop
On the north-east corner of the floor is a pile of dead drones, artisans and insects which are skinned and sent to the Foodworkers in (27). Exoskeletons are put into tanning vats; they are eventually removed and made into armour, shields, floor-covers, etc. Also located here are the Boneworkers who make most of the furniture in the hive from bones stacked against the south wall Normally 100 artisans and 1,000 drones are present.

25. Weavers and Dyers' Workshop
Looms are arranged in the centre of the room with cutting-out and sewing tables, while vats of dyes line the walls. There is a strong smell of chemicals. 70 artisans are in the room, with 700 drones.

26. Silk Producing Area
The walls of the room are lined with cages, each containing a large spider (AC8; 1d8+1; Att 1 + poison)(MM). The spiders are fed and cared for by 10 artisans and 100 drones, who also collect the silk and wash it in troughs before passing it on to the weavers in (25).

27. Mess Room
This room is full of tables and benches, occupied by eating flymen — there will be several hundred present at any one time: 1,000 drones, 100 artisans, 50 warriors, 90% chance of a flyguard, 50% chance of a flymage. The north wall is screened off by a counter, 350' long, behind which 50 artisans and 500 drones cook and serve insects and fungi. This is palatable, but there is a 1 in 10,000 chance of gastro-intestinal disease (DMG). The middle section of the west wall is a bar, and fights in that area are common between different factions, which rarely cause serious damage and are stopped by onlookers if the participants get carried away.

28. Hospital
This area is painted white, and the walls are lined with rows of beds. The injured include 11-20 drones and 1 or 2 artisans, and staff amount to 20 artisans and 100 drones. Other invalids present will include 11-20 giant spiders, 6-12 giant scorpions (AC3; 5d8+5; Att 1-10/1-10/1-4 + poison)(MM), 8-12 giant wasps, 1-4 giant ants (AC3; 2d8; Att 1-6)(MM), 1-10 giant beetles, 1-4 giant leeches (AC9; 1-4d8; Att 1-4 + drain blood)(MM), 1 giant slug (AC8; 12d8; Att 1-12 + acid; unaffected by blunt weapons)(MM).

Each of these will be kept in an appropriate pen or cage.

29 Master Healer's Room
The walls are lined with cabinets containing herbs and drugs. A large and a small bed occupy the east wall for the use of the Master Healer Xr'tck and its apprentice Rrnt'ss. The rest of the floor is occupied by two desks, several tables and some chairs. A chest under the large bed contains 20,000 gp and some gems (with a true value of 5,000 gp). Xr'tck is a pacifist, deeply opposed to the policies of the Master Attack's party. Its apprentice supports this view. The Master Healer has a *Rod of Resurrection* (DMG) which is kept in a case like the Master Attack's wand casket (3).

30. Rubbish Dump
These caves contain refuse; wasted food, broken furniture, victims of vendettas and other rubbish. There is nothing of value. 2 artisans and 40 drones are on duty at any time.

31. Food Cave
Pygmy shrews are raised in this cave as a supplement to the hive's diet. They are kept in two pens separated by a path down the centre of the cave; there are about two in each pen. Treat them as giant rats (AC7; 1-4 hit points; Att 1-3 + disease)(MM). There are usually 4 artisans and 40 drones on duty at any one time.

32. Fungi Caves
These caves are filled with the various types of fungi grown by the flymen for food. The area is harmless except for an area of brown mould (AC9; — ; Att by heat drain; affected only by magical cold) (MM) known to, and avoided by, the flymen. 5 artisans and 100 drones tend and harvest the fungus at all times. The brown mould is at the north end of the most northerly cave.

33. Water Cave
A pool of fresh water covers most of the floor and provides the hive with water. The water comes from holes in the wall, and escapes through drains at the bottom of the pool, which is 2' deep.

34. Mating Pit
Every flyman comes here once a month to mate with up to 10 others. It is a 20' deep pit lined with padded silk. It is kept dark, and separated from the path by a veil. Access is by one of three sets of stairs. There will be 20 drones present, plus 4 artisans, 2 warriors, 10% chance of one flyguard, and a 2% chance of a flymage.

35. Master Defence's Room
The entrance is concealed by a *permanent illusion*, appearing as part of the wall. (The entrances to rooms (36-39) are likewise treated.) Two beds with red silk covers are on opposite walls and a silk carpet covers the floor. Various paintings are hung on the wall and items of sculpture are spotted about. Silver lamps cast a warm glow over tables, chairs and couches scattered around. Tck'ckss, the Master Defence, is a home-loving peaceable flyman — not that this prevents it from hounding to death any creature foolhardy enough to harm its chances. For this reason it is opposed to the Master Attack's policies, seeing them as likely to do more harm than good. A chest hidden under one of the beds contains 2,000 gp and gems (with a true value of 27,000 gp). Tck'ckss has a *size-changed +3 Robe of Protection* (DMG) which gives it an AC of 1, and is kept small by a magic belt. Its apprentice is Qrrtt.

36. Egg Room
Eggs are brought here when laid, where they are looked after by artisans, 10 of which will always be on duty. The eggs are kept in racks and are periodically turned and inspected, substandard ones being sent to the kitchens. After hatching the larvae are selected for class and sent to (37), (38) or (39) as appropriate; or, if a new apprentice is needed, to one of the flyguards or flymages.

37. Drone Room
Here larvae are selected to be drones, being fed and conditioned for nothing else. The drones remain for 10 years before being set to work. Substandard larvae are sent to the kitchens. There are 5 artisans and 40 drones continually on duty here. The room contains up to 500 young and normal nursery equipment; cots, playpens etc.

38. Artisans Room
This is where larvae are trained as artisans, spending 15 years in the process. Nursery equipment and miniature workbenches are scattered around. There will be up to 100 young, with 5 artisan teachers and 40 drone helpers.

39. Warrior Room
About 50 immature warriors live here with 10 warriors, 10 artisans and 40 drones who act as teachers and supervisors. There is a practice area to the south where the young are instructed by warriors. There are miniature weapons, chitin armour, shields etc. for the young warriors.

40. Defensive Wall
The passage is blocked here by a 40' high battlemented wall, pierced by arrow slits and patrolled by 20 warriors. Entry is by iron double doors which are protected by a portcullis. This is the area to which the flymen retreat if the hive is invaded to protect their young. The wall is covered by a *permanent illusion* that the passage ends here.

41. Cells and Torture Chamber
The walls are lined with cells of varying sizes from 10' x 10' to 60' x 40'. All cells are open on one side, the opening being blocked by steel bars part of which can be opened to allow entry — this part is lockable. Half the cells have the property that any *size-changed* object placed in them will remain so until 30 turns after it was removed. Prisoners are manacled and leg-ironed. The room is occupied by torture devices which are used by the Master Knowledge. (To withstand torture, roll wisdom or less on 1d20 each time a torture is applied.) There will be 20 warriors on guard with 10 artisan torturers and 100 drone assistants.

42. Guest Cave
Here *size-changed* guests of the hive are lodged; the cave has the property of maintaining any *size-changed* person or object at its new size until 30 turns after it has left. The furnishings are good if not luxurious, there being 50 bunk beds as well as tables, chairs, chests etc. 10 warriors guard the entrance to make sure that guests do not go wandering off, but will not interfere in squabbles between guests unless damage could be caused to the hive.

43. Poison Room
Large cages contain giant wasps and bees (50 of each). 20 artisans with 200 drones 'milk' the poison from the insects and transfer it to vats where it is transformed into the venom used on weapons. 10 warriors are constantly on guard.

44. Storage Room
Casks fill the room, mainly filled with foodstuffs and oil although there are bales of silk and other cloths. 2 artisans with 100 drones are present moving the stores around.

45. Mining Room
This is the area where the artisan miners are expanding the hive. There are 30 of them, with 500 drones. Also present are 20 giant boring beetles (AC3; 5d8; Att 10-40)(MM). These have been bred to tunnel through the soft sandstone with their jaws, hence the double normal damage resulting from hit. ■

Open Box examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews are written by independent authorities who also give the product an overall rating on a 1--10 scale, taking all factors into consideration.

WARLOCK

GAMES WORKSHOP - £6.95

Warlock is principally a fun game covering a battle of wizards, but readers should not be put off by the idea that this is a dumb game, rather it has a fair degree of skill involved while remaining fast and amusing.

The wizards draw spell cards from the pack and must then choose whether to enter the arena for combat. Basically (and it's rather a sweeping generalisation) there are two kinds of spells – physical and magic; one tends not to work against the other, and as you do not know what your opponent holds, any combat is a risk. You might get some idea of what your opponent has by what he discards (assuming you discard face-up) but as wizards need not fight every turn the contents of the hand can be altered considerably. Wizards either fight or learn new spells and as learning spells means drawing fresh cards and discarding old ones this is no sure fire way of getting a good hand, but it is a reasonably certain way of getting rid of a bad one.

Obviously the degrees of uncertainty and randomness of the card draw do not make this a game in which study will make you a Life Grand Master, and it is important to stress the fun side of the game, especially as players can seek to deflect an attack by bluffing their opponents into staying out of the game. Just when one should enter the arena is something of a gamble because those who sit on the sidelines will not end up winning games, but then neither will those who keep entering the arena with unbalanced hands. The physical standards of the cards and arena help here with the sort of finish which one would expect from the largest companies in the field.

It's interesting for me to look at the final version considering the many changes through which the game went while I was along at test sessions. The final result was worth the work with its much smoother system (now everyone fights his opponent simultaneously, and this introduces plenty of wild action) and the improved balance to encourage gamers to actually come out and fight. The boxed version also contains a spell sheet for each player to allow you to check out the relative strengths of your hand.

The game is far from complex and it's an admirable introduction to gaming for the more intelligent, a good subject for a family game, or simply for unwinding with a good *workable* multi-player game with fine graphics, which can be adjusted easily to the time you have to hand.

Overall: 8 **Charles Vasey**

CULTS OF PRAX

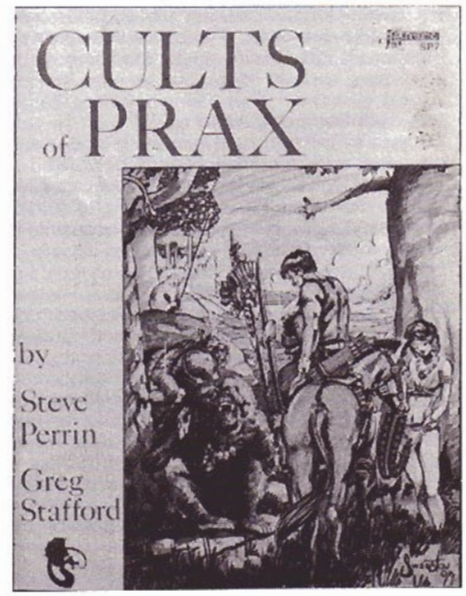
The Chaosium – £7.95

Cults of Prax, which is essentially an expansion of the rather scanty rules given in the *RuneQuest* rulebook on runemagic, is described as the second book of *RuneQuest.* It deals with the gods, and their cults, from the plains of Prax, that part of the *Chaosium's* world of Glorantha covered by the board game *Nomad Gods,* one of the Dragon Pass trilogy.

In all 15 cults are dealt with in the book, each laid out in a standard format which is described at the beginning of the book in a sample cult outline, which I would advise anybody intending to devise their own cults to read carefully before starting. The specific cults have clearly been chosen with great care so as to give as wide a range of areas of worship as possible. For peace loving characters there are the cults of Chalana Arroy the healer and Issaries the trader, while for those of a more warlike disposition there is the war god Humakt and the fabled Sun Dome templars of the sun god Yelmalio that are mentioned in both *RuneQuest* and the Dragon Pass trilogy. Also included are three non-human cults, Aldyra, that of the elf-goddess and the two troll cults of Zorak Zoran and Kyger Litor.

For each cult there is a section describing its nature and mythos and giving some idea of its organization as well as various other notes such as the cult's view of life after death and its funeral rites. Then several sections follow describing the requirements for, and benefits gained from, being a Lay member, Initiate, RuneLord or RunePriest. These include such things as what skills and spells the cult teaches, including several new ones, and of course the cult's specialist runemagic. Most cults also have one or more subservient and associate ones from which they can get a limited use of skills and spells not normally taught by the cult being described. Finally a few miscellaneous notes on each cult describe such additional information as is of major concern to that cult only such as uniforms, payment for services rendered, restrictions on the types of animals useable as familiars, marriage of cult members and similar points.

The book concludes with a number of appendices that give a variety of other useful pieces of information such as the relationships between the cults, the per-



centages of the common nomad tribes that belong to each of them and lists of all the new spells and skills given in the cults.

For any gamesmaster attempting to run a proper campaign this book is, without doubt, absolutely essential. It serves to give the game much more depth and the interactions between members of differing cults can yield some very interesting and at times highly exciting or amusing situations. Indeed even if, like myself, you would rather design a unique world of your own with its own mythology this book will serve as an invaluable tool and source of ideas in helping make up your own cults. In some cases with a little bit of imaginative alternation a lot of time and effort can be saved by simply adapting some of the cults so that they fit your own campaign world.

For those who are interested in *RuneQuest,* I cannot rate this book too highly, it makes an already excellent, imaginative and highly playable FRP system into a masterpiece that richly deserves a place at the forefront of the hobby. The *Chaosium* promises to publish more books of this nature depicting the cults of other areas of Glorantha and probably also from periods of Earth's own history; I await the arrival of these impatiently, for if they maintain the excellent quality and depth of detail to be found in Cults of Prax they will be well worth buying.

Overall: 10 **O.C. Macdonald**

DEITIES & DEMIGODS

TSR – £7.95

This, the fourth volume in the *Advanced Dungeons & Dragons* rules, is concerned with the religious aspect of campaigns. Despite the fact that it is billed as a special reference work, it is really an integral part of the rules.

I find it impossible not to compare this book with *Cults of Prax (Chaosium),* for it is similar in content. What we have here is a collection of religions for *AD&D* campaigns, together with information on their gods, demons, heroes and mythos; and also details on how their clerics should behave.

The book covers the following pantheons: Amerind, Mallory-Arthurian (this is of necessity more a listing of heroes than gods), Babylonian, Celtic, Incan/Mayan, Chinese, Egyptian, Finnish, Greek, Indian, Japanese, Norse, and Sumerian; modern fantasy buffs will also find the gods of the Cthulthu mythos, Melnibone and Nehwon; and some deities which seem to be drawn not from any 'established' mythos, which are worshipped by nonhumans.

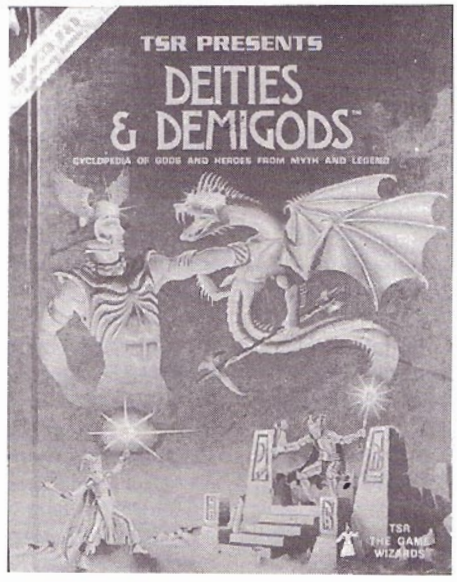
Each religion has its pantheon delineated in a variation of the *Monster Manual* format. This includes the normal armour class, move, hit points listing, plus characteristic and class/level equivalents for the god's abilities. Naturally, since alignment is in a sense what this work is all about, the god's alignments are given; where the alignment of worshippers might be different – as for the Amerind Shakak – this is noted. The statistics are accompanied by illustrations; then there is a short descriptive piece detailed under what circumstances the god will appear, and what he might do if he does, as well as his responsibilities and penchants.

So far the work is simply the *AD&D Gods, Demi-Gods and Heroes;* what I found particualrly worthwhile was the comprehensive quick reference chart for clerics, and similar material. These were what reminded me of *Cults;* the *AD&D* cleric is now told what he should wear (no more clerics in +5 plate!), what his holy colours and animals are, when he should worship (and where), what he should sacrifice, and so on.

Provision is also made for the afterlife as it applies to characters, detailing how they may be dispatched to the various other planes, possibly sent back as agents of their god, and even how in extreme cases they may be elevated to demigodhood.

Other useful information describes the known planes of existence, their relation to each other and which gods may be found on each; Dungeon Mastering deities; and omens, good, bad and misleading.

This book, like the *DMG'* is intended for the DM rather than the players. It provides something so far lacking in the *AD&D* system, that is to say a detailed, consistent religious background – so important to role-play in general (especially in this period) and the proper use of alignment in particular. While in principle I'd prefer to invent my own religions, it takes a lot of time and ingenuity to do

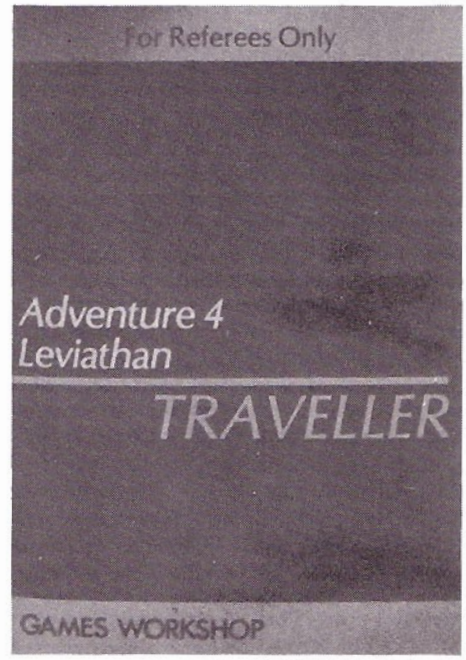


so believably – and you have to explain them to new players. DDG is an alternative to this approach which I expect most *AD&D* DMs will employ.

Overall: 8 **Andy Slack**

LEVIATHAN

Games Workshop/GDW – £2.50



Welcome to the Out-Rim Void – beyond the Imperial border, and beyond the law. Step aboard the merchant cruiser Leviathan for a trading voyage in search of new markets and personal fortunes.

Thus boasts the cover of *Leviathan, Traveller Adventure 4.* The Leviathan, an 1800 ton merchant cruiser, is sent on a 6 month mission to explore the Egyrn subsector (a hitherto unexplored subsector on the edge of the Spinward Marches) and assess its trade potential for the Barrachai Technum, a large multi-system cartel. Players are recruited to fill major crew positions, from then on who knows what might happen . . .

The adventure itself is well thought out and presented in the logical form usually associated with GDW products. It is also the first official adventure written by someone outside of GDW's stable. It was designed by Bob McWilliams of *Starbase* and *Sable Rose* fame.

Although the whole book is standard *Traveller,* there are certain excellent novel features.

The subsector maps differ from those presented in the Spinward Marches by using certain symbols to pick out details such as gas giants, asteroid fields, etc., which speeds up playing by saving the referee from looking them up in the planetary data. Also each of the unexplored planets has a separate ship encounter table and a paragraph of information pertinent to it (a few surprises here!).

One of the things I look forward to in each adventure is the library data section which seems to open a new leaf in the mysterious universe of *Traveller.* And a couple of more pages of library data in *Leviathan* would have earned it full marks from me. As it is, it's the best adventure yet.

Overall: 9 **Trevor Graver**

THE ELEMENTALIST

by Stephen Bland

Character Conjuring, edited by Andy Slack, features new character classes and subclasses for D&D submitted by readers.

Elementalists are closely related to magic-users and druids. Involved in the control of Earth, Air, Fire and Water. They need an intelligence of 14+ and a wisdom of 16+. Note that this allows them to shake twice to determine whether or not they possess psionic abilities. They need long and arduous studies to increase their skills and do not gain a 10% bonus on experience points unless they have both intelligence and wisdom of 17+. Furthermore they may never wear any armour. Their weapon proficiency and saving throws are as a magic-user.

Despite these restrictions and their limited range of spells, they command awesome power at high levels. Although their absorption in the lore of the elements does not allow them to waste time making magic items or strongholds, they may use any magic items employable by a magic-user or druid — with the exception of weaponry, which is limited to that of a magic-user. They have +2 on saving throws versus Earth-, Air-, Fire-, or Water-based attacks and have the power to identify mineral types, fresh water, unsafe walls, ceilings and floors and detect the presence of gas within 60'. These abilities function when concentrated on for one segment.

Any elementals summoned by them have at least 5 hit points per hit die and can be controlled by minimum concentration (anything short of spell-casting or melee) with no chance of the elemental breaking free.

The *neutral* and *friendly* columns on the level table below refer to influencing elementals. If the required throw is made in the *neutral* column the elemental will return at once to his plane or, if already on it, ignore the party. If a successful *neutral* reaction has been thrown, there is a further percentage chance, as given in the *friendly* column that the elemental will break free of any other control and aid the elementalist's party for one hour. Note that two elementalists trying to influence the same elemental will "cancel each other out"; the lower will have no chance of influencing it while the higher has a chance equal to his normal chance less the percent chance of the lower. If this fails the elemental will remain in his former service.

The elementalist's research results in sage-like ability in certain fields, gained on attaining certain levels of experience but only if the elementalist has access to the relevant libraries etc.

Level	2	Minor Knowledge of the Elemental Planes.
Level	4	Minor Knowledge of Oceanography.
Level	6	Minor Knowledge of Mineralogy and Geology.
Level	8	Minor Knowledge of Meteorology and Climatology.
Level	10	Major Knowledge of the Elemental Planes.
Level	12	Major Knowledge of Oceanography.
Level	14	Major Knowledge of Mineralogy and Geology.
Level	15	Major Knowledge of Meteorology and Climatology.
Level	16	Specialist Knowledge of the Elemental Planes.

In addition to an elementalist's innate telepathic link with any elemental within 40', his or her specialisation enables the automatic acquisition of one language from the following for each level increase:

Green Dragon, Hippocampus, Ki-rin, Merman, Locathah, Nixie, Pegasus, Pixie, Red Dragon, Sahuagin, Sea Elf, Sprite, Sylph, Titan and Triton.

This specialisation, however, means that an elementalist will never learn any other "unnecessary" language, regardless of intelligence.

Elementalists are very jealous of each other, seeing even low level characters as potential rivals for the coveted posts of Master, Grand Master and Lord of the Elements. There will never be more than one elementalist in the same party without bloodshed and an elementalist will do his best to promote conflict between his party and any other encountered which contains an elementalist. Their is no honour among them and any

methods may be used to clear their path of any rivals. The three highest levels only have one character each. When an elementalist amasses enough experience points to attain one of these levels, he does not gain the abilities until he has killed the occupant of the post. Each will know where to find the other in this case. If the aspiring character has not eliminated his rival within a month or chooses not to take the risk he or she will lose two levels of experience.

ELEMENTALIST EXPERIENCE TABLE

Exp. Points	Level	4-Sided Dice for Hit Points	Title	Neutral	Friendly	Spells Usable 1	2	3	4	5	6	7	8	9
0-3,000	1	1	Apprentice	10%	0%	1	1	–	–	–	–	–	–	–
3,001-6,000	2	2	Initiate	20%	0%	2	2	–	–	–	–	–	–	–
6,001-12,000	3	3	Invoker	30%	0%	2	1	–	–	–	–	–	–	–
12,001-25,000	4	4	Summoner	40%	0%	3	2	–	–	–	–	–	–	–
25,001-50,000	5	5	Controller	50%	0%	4	2	1	–	–	–	–	–	–
50,001-80,000	6	6	Master of Earth	60%	10%	4	2	2	–	–	–	–	–	–
80,001-120,000	7	7	Master of Air	70%	20%	4	3	2	1	–	–	–	–	–
120,001-180,000	8	8	Master of Fire	80%	30%	4	3	3	2	–	–	–	–	–
180,001-325,000	9	9	Master of Water	90%	40%	4	3	3	2	1	–	–	–	–
325,001-475,000	10	10	Lord of the Land	100%	50%	4	4	3	3	2	–	–	–	–
475,001-900,000	11	11	Lord of the Skies	100%	60%	4	4	4	4	3	1	–	–	–
900,001-1,400,000	12	12	Lord of the Flames	100%	70%	5	5	5	4	4	2	–	–	–
1,400,001-2,000,000	13	13	Lord of the Seas	100%	80%	5	5	5	4	4	2	1	–	–
2,000,001-2,700,000	14	14	Master of the Elements	100%	90%	5	5	5	5	5	2	1	–	–
2,700,001-3,500,000	15	15	Grand M. of the Elements	100%	95%	5	5	5	5	5	3	2	1	–
3,500,001+	16	16	Lord of the Elements	100%	100%	5	5	5	5	5	3	2	2	1

Elementalists have many spells which duplicate those of magic-users, illusionists, clerics and druids including all of those directly concerned with the elements earth, air, fire and water. They also have spells which reproduce the effects of certain magic items and have some unique to their class.

Elementalist's spells, unless otherwise stated, have no material component — it is all around them. Also note that all spells, unless stated to the contrary, have both verbal and somatic components.

ELEMENTALIST SPELL TABLES

1st level	2nd level	3rd level
1 Affect normal fires*	1 Create sleep gas	1 Call lightning**
2 Alchemy	2 Find traps†	2 Collapse
3 Anchor	3 Fire trap**	3 Dispel gas
4 Burning hands*	4 Fire walking	4 Fireball*
5 Dancing lights*	5 Gaseous form	5 Flame arrow*
6 Feather fall*	6 Know alignment††	6 Fly*
7 Jump*	7 Levitate*	7 Gust of wind*
8 Locate self	8 Produce flame**	8 Lightning bolt*
9 Predict weather**	9 Pyrotechnics*	9 Protection from fire**
10 Purify food & drink†	10 Resist fire†	10 Water breathing**
11 Push*	11 Spark shower	11 Water walking
12 Shield*	12 Stinking cloud*	
13 Shock	13 Survival	
14 Shocking grasp*	14 Swim	
15 Stone blend	15 Underwater action	
16 Wall of fog††		

4th level
1 Adaptation
2 Control temperature 10' radius**
3 Dig*
4 Fire charm*
5 Fire shield*
6 Ice storm*
7 Lower water†
8 Petrification touch
9 Produce fire**
10 Protection from lightning**
11 Sweet water
12 Wall of fire*
13 Wall of ice*

5th level
1 Airy water*
2 Cloudkill*
3 Cone of cold*
4 Conjure elemental*
5 Contact other plane
6 Control winds**
7 Flame strike†
8 Passwall*
9 Stone shape*
10 Transmute rock to mud
11 Wall of stone*

6th level
1 Aerial servant†
2 Control weather*
3 Create poison gas
4 Djinni summoning
5 Fire seeds**
6 Move earth*
7 Otiluke's freezing sphere*
8 Part water†
9 Stone tell†
10 Weather summoning**

7th level
1 Animate rock**
2 Delayed blast fireball
3 Earthquake†
4 Firebreathing
5 Fire storm†
6 Conjure heat monster
7 Reverse gravity*
8 Wind Walk†
9 Whirlwind

8th level
1 Conjure energy cyclone
2 Glassteel*
3 Incendiary cloud*
4 Whirlpool

9th level
1 Meteor storm*
2 Volcanic eruption

Spell Explanations

Many elementalist spells are the same as those used by other classes. In the Spells Table the following symbols are used:

* As magic-user spell of the same name
** As druidic spell of the same name
† As clerical spell of the same name
†† As illusionist spell of the same name

Other spells are unique to elementalists; these are explained below:

Alchemy: This spell takes a segment to cast and produces the equivalent of one pouring of an *Alchemy Jug.* A container is not provided.

Anchor: This takes one segment to cast and affects one water transport for one day rendering it immobile. *Dispel magic* has only half its normal chance of nullifying this spell.

Locate self: This spell takes one segment to cast and enables the caster to know both the position of magnetic north and his approximate distance below or height above the surface.

Shock: This takes one segment to cast and is identical to the first function of a *Wand of Lightning.*

Stone blend: This takes one segment to cast and lasts for 1 turn/level. It allows the caster or a person touched by him to blend into the walls of a cavern thus making himself practically invisible unless he should move.

Create sleep gas: This spell takes ten segments to cast and affects an area of 30' x 30' x 30' for 1 turn. It creates in this area an invisible gas against which any creature in the area or entering it must make a saving throw vs. poison or go to *sleep* (as the 1st level magic-user spell). Note that this can affect any number of creatures of any hit dice.

Fire walking: This takes two segments to cast and lasts for 2 rounds/level. It allows the caster or any one person touched by him to walk one foot above flames, lava or boiling mud at normal speed and without damage.

Gaseous form: This takes three segments to cast and lasts for up to 3 rounds/level. It allows the caster or any one person touched by him to act as if under the effect of a *Potion of Gaseous Form.*

Spark shower: This takes two segments to cast and works as the spark shower of a *Ring of Shooting Stars.*

Survival: This takes two segments to cast and enables the caster to survive for up to a week without food or water. After this period of time two weeks of rest must be taken, however, and until this happens ten hit points will be lost.

Swim: This takes one second to cast and lasts for up to 1 turn/level. It allows the caster or any one person touched by him to swim on the surface as fast as he would walk on land. At the same time it prevents the affected person from drowning whatever weight he carries. The spell will not prevent a character from being swept away by a current. The spell has only one word as a verbal component and no somatic movement is required. Note that any number of swimmers can hold onto the affected person. This spell will also work in quicksand.

Underwater action: This takes two segments to cast and lasts for 1 turn/level affecting either the caster or any one person touched by him. It works as a *Helm of Underwater Action.*

Collapse: This takes three segments to cast and works as a *Horn of Collapsing.*

Dispel gas: This takes three segments to cast and automatically dispels up to 5,000 cubic feet of any magic gas (e.g. *sleep, poison, stinking cloud* and *wall of fog).*

Water walking: This takes three segments to cast and lasts up to 2 rounds/level. It has the same effects as a *Ring of Water Walking* except that the weight limit is 200gp/level. It may affect the spellcaster or any one person touched by him.

Adaptation: This takes four segments to cast and affects the spellcaster or any one person touched by him. It works as a *Necklace of Adaptation* for up to 1 turn/level.

Petrification touch: This takes three segments to cast and enables the spellcaster to cause the next person he or she touches within an hour, with his or her bare hand, to make a saving throw against petrification or be turned to stone. This spell also has a reverse which works on creatures who have been petrified within one week and no system shock roll is required.

Sweet water: This spell takes four segments to cast and works as a *Potion of Sweet Water.*

Contact other plane: As the 5th level magic-user spell, but only the Elemental Planes may be contacted.

Create poison gas: This takes ten segments to cast and creates an invisible gas in an area of 30' x 30' x 30' lasting 1 turn. This necessitates any creature in the area or entering it making a saving throw against poison or death will follow.

Djinni summoning: This takes six segments to cast and works as a *conjure elemental* spell except that a djinni will come — remember the minimum of 5HP per dice.

Firebreathing: This takes two segments to cast and allows the caster to breathe once within the next hour as an ancient red dragon (i.e. for 80 points of damage).

Conjure heat monster: This takes 7 segments to cast and summons a heat monster (*White Dwarf 15*).

Whirlwind: This takes seven segments to cast and forms a whirlwind like one of a djinni but inflicting double damage.

Conjure energy cyclone: This takes 8 segments to cast and summons an energy cyclone (*White Dwarf 14*). Remember that it will have at least 5HP per dice.

Whirlpool: This takes ten segments to cast, affects an area of water in a 50'circle and works only on waters at least 100'deep. During the first round a whirlpool is gradually created, reaching full intensity on the second and decelerating on the third.

1st round: All swimmers take 2d8 damage. Rafts are sunk and thrown into the water to suffer damage on the next round.

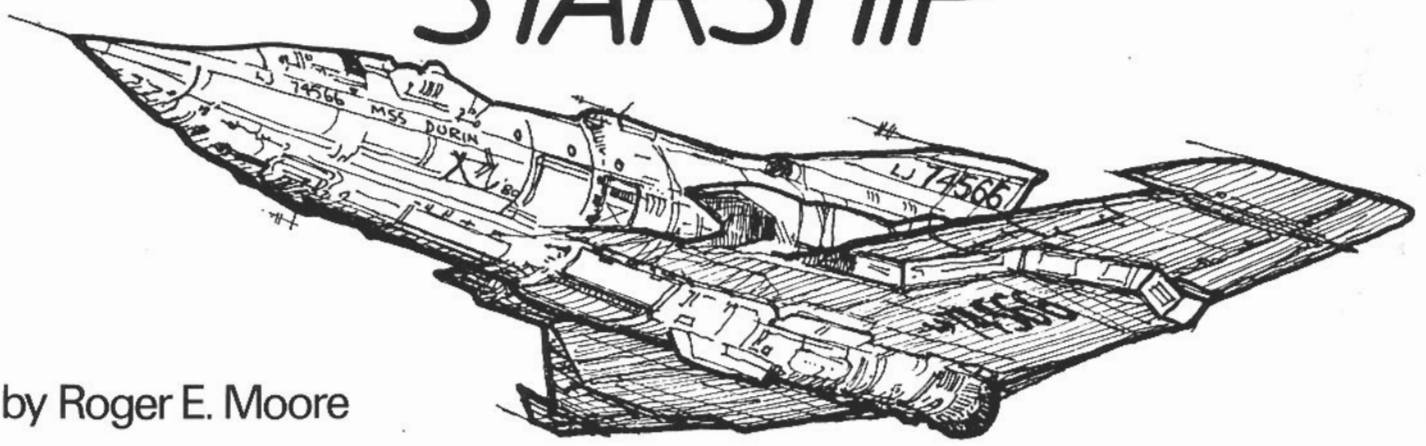
2nd round: All swimmers take 6d8 damage. Small boats and barges are sunk, and occupants are thrown into the water to suffer full damage on the following round.

3rd round: All swimmers take 2d8 damage.

Note that any goods thrown into the water will be instantly sucked to the bottom unless grabbed by the occupants of the boat as they are thrown out — only a small chance depending upon size and proximity to the sailor. Note that all items carried by swimmers in the whirlpool must make a saving throw against a crushing blow.

Volcanic erruption: This takes 10 segments to cast and affects an area 100' x 100' x 20'. The spell may only be used underground. It lasts for one turn during which time the area will be subject to many of the effects of a volcanic eruption. First the entire area will be filled with a poisonous gas which must be saved against or death will result. Secondly balls of fire will rain down in the area. This counts as dragon breath for saving throw purposes and 70 points of damage will be taken if the save is failed. Finally a selected 20' x 20' area of the floor will instantaneously turn to lava. Any creature in the area must save against dexterity (score dexterity or less on a d20) at -6 (e.g. a character with 14 dexterity must throw an 8 or under) or fall into this pit. This results in instant death and destruction of all the creature is wearing or carrying. ■

KHAZAD-CLASS SEEKER STARSHIP



by Roger E. Moore

Starbase is a regular department, edited by Bob McWilliams, featuring reader's ideas for Traveller.

There are numerous variations of the 100 ton asteroid-mining craft known as the seeker; almost as many, commented one source, as there are asteroids. One of the more popular forms is the *Khazad* class seeker, which uses a modified type 100 hull. These ships have excellent manoeuvrability in atmosphere and may take off using standard aircraft runways of under 1,000 metres in length. *Khazad* class seekers are 34.5 metres from wingtip, 43.5 metres long, and have a fuselage diameter of about 7.5 metres.

A look at a floor plan of the *Khazad* class reveals that space normally available for an air/raft dock and for extra living quarters has been sacrificed to increase the size of the cargo bay, now encompassing 15 tons. A large 4.5 x 6 metre set of doors on the floor of the cargo bay can open to admit materials and specimens gathered during a prospecting mission. A special safety device will prevent opening the bay doors if the bay is still pressurized or if the iris valve to the crew area is not secure. The doors may be opened from the cargo bay or from the bridge. Two staterooms are included aboard the seeker; though it is sold with the recommendation that only two crewmen should travel aboard the ship to ensure maximum privacy and efficiency, in practice the ship is used by four people, frequently married couples who have pooled resources to purchase the ship.

The *Khazad* class seeker comes with a mining laser, which functions as a pulse laser -1 in combat situations. The laser is used to drill core samples, cut out cross-sections of material, shape an asteroidal surface for attachment of mining equipment, and so on. A single turret holds the mining laser and one ton of the ship's mass is taken up by the fire control equipment.

Jump drive-A manoeuvre drive-A, and power plant-A are installed aboard the ship, as well as a Model/1 computer. This type of ship uses an identification prefix of LJ (Light Seeker), followed by a five digit series of numerals. The *Khazad* class was named for a fictional race of dwarves from a fantasy novel of pre-Imperium dating; individual ships are named for dwarven characters from that novel *(Gimli, Durin, Thorin, Dain,* etc.), for dwarven characters from Norse mythology *(Fjalan, Andvari, Nissie,* etc.) or for dwarf-like creatures from other mythological sources *(Wichtlein, Bluecap, Kobold, Gnome, Knocker,* etc.). The cost of this class of ships is 26.37 million credits.

Comments:

This vessel is from *Traveller Supplement 4,* p15, allowed to Belters as a mustering-out benefit. This is a type of starship adventurers may well end up owning, since it is at the bottom end of the price market.

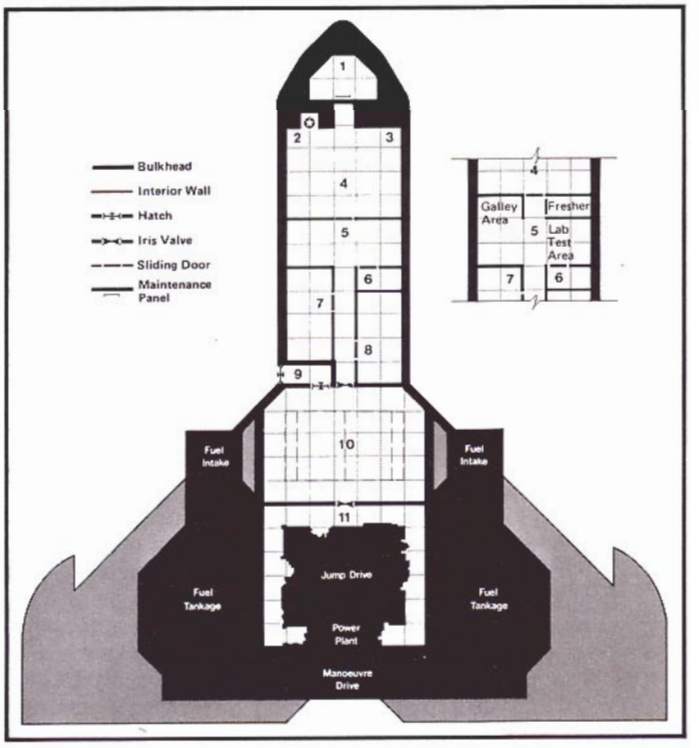
Roger has produced a generally sound plan and description, but one modification which I would make (and is shown in a scrap view next to the main plan) is to reduce the bridge size, which is rather large for a two-person vessel. This allows room for a galley and fresher. One end of the common area would have a computer console and mineral analyzers to determine ore sample quality.

The Universal Ship Profile for this class is:

JL-1122211-000000-10000-0

DECK PLAN KEY

1 - Avionics
2 - Computer
3 - Fire Control
4 - Bridge
5 - Crew Common Area
6 - Ship's Locker
7 - Stateroom One
8 - Stateroom Two
9 - Airlock
10 - Cargo Bay and Cargo Doors
11 - Drive Room



DRAGON HUNT OVER

'Meta-twins' Karol Sandberg (left) and Kim Haynes displaying the original silver dragon before its burial.

. . . *Metagaming's* $10,000 treasure hunt featured in **Treasure of the Silver Dragon** is over. The 31 ounce silver dragon was found by gamer Thomas Davidson buried near the Sacramento Peak Solar Observatory in New Mexico in a matter of weeks although *Metagaming* had hoped the dragon would have stayed hidden for at least a year. Undaunted *Metagaming* have announced a second treasure hunt for mid-1981, **Unicorn Gold** with another $10,000 prize . . .

. . . *Eon Products* have released their new multi-player game, **Quirks**, the game of un-natural selection as players compete to survive. **Expansion Sets I** and **II** are already planned . . .

. . . *Game Designers' Workshop* continue to expand **Traveller.** New and future releases are **Twilight's Peak, Adventure 3; Leviathan (or "Whales in Space" to friends), Adventure 4; 76 Patrons, Supplement 6; The Emperor's Fighting Ships, Supplement 7; Solomani Rim, Supplement 10; Forms & Charts, Supplement 11;** and **Invasion Earth, Game 4.** This game concerns the climax of the Solomani Rim War – the invasion of Earth by the Imperium . .

. . . *Task Force Games* are to release an Expansion Module for **Starfleet Battles** . . .

. . . *Games Workshop* are producing both 'official' and 'approved for use with' **Traveller** items in the UK. First of the former is **Leviathan, Adventure 4** and first of the latter is the **IISS Starship Files - Vol 1.** This details ship plans and data of 6 ships of the **Traveller** universe . . .

. . . *Yaquinto Publications* have put out more album games including **Asteroid Pirates,** a beginner's SF game; **Hell Ride,** a race of death through space; and **Mutant Attack,** a soap opera game based on classic horror films . . .

. . . *Group One* have released **Port Xanatath** a **Traveller** adventure set in a city hidden in a hollow asteroid. Coming soon is **Hydronaut** . . .

. . . *Judges Guild* have released **The Un-Known Gods** approved for use with **D&D** . .

. . . *Heritage USA* have launched **Knight and Magick,** a boxed set of rules covering both fantasy role-play and mass-action battles . . .

. . . *Chronicle Miniatures*, a new British figures company have released a range of **Adventurers.** Two are shown here: **CF9** (far right) **Elf Fighter/Wizard** and **CF7, Left-handed Fighter.** . .

. . . *Citadel Miniatures* have opened a US factory. In the UK, dwarfs have been added to the **Fantasy Tribes** range. Shown here: **FTD 9** (far left) **Dwarf Chieftain** and **FT D4, Dwarf with Mace and Axe.** ■

TRAVELLER SCENARIO COMPETITION
Following the success of our *D&D* Mini-Module Competition (winning entry to be published next issue), we are now announcing a *Traveller* scenario competition. Entries should be presented in a similar style to the *Sable Rose Affair* (see *White Dwarf 17)*, and should not exceed about 3,000 words of text. The best entry will receive an autographed copy of *Adventure 4, Leviathan,* kindly donated by *Games Workshop Ltd.* Entries should be sent to The Editor, *White Dwarf,* 1 Dalling Road, London W6 0JD to arrive no later than 1st May 1981.

NEXT ISSUE:
- ***THE DUNGEON ARCHITECT** – How to construct and populate dungeons.
- ***WHITE DWARF D&D MINI-MODULE COMPETITION** – The winning entry.
- ***AN INTRODUCTION TO D&D** – Part II.

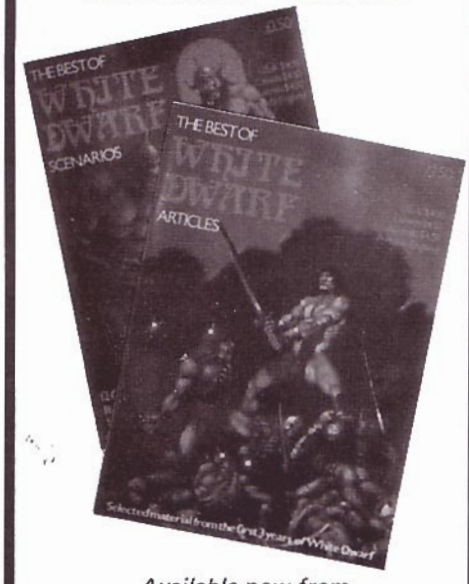
THE JOURNAL OF THE TRAVELLER'S AID SOCIETY

A MAGAZINE DEVOTED TO TRAVELLER

GDW's SF ROLE-PLAYING GAME

Now available by subscription in the UK from:
Games Workshop Ltd.
17/18 Hythe Road, London, NW10 6RT
One year's subscription (4 issues) £6.00 inc. p&p.
Please make all cheques/PO's payable to Games Workshop Ltd.

THE BEST OF WHITE DWARF ARTICLES AND THE BEST OF WHITE DWARF SCENARIOS
Selected material from the first three years of
WHITE DWARF MAGAZINE



Available now from
Games Workshop Ltd. *@ £1.50 each*
Mail order £1.50 + 50p p&p each, or £3.50 for both + p&p from:
Games Workshop Ltd., 17/18 Hythe Rd., London, NW10
Please make all cheques payable to Games Workshop Ltd.

A Spellcaster's Guide to Arcane Power

by Bill Milne

This article describes a system which relates spell casting to a numerical value for the power that causes spells to take effect.

Each and every spell user is capable of handling and manipulating, for whatever purpose or cause, this other-plane energy, in limited amounts, dependant on ability and experience, without incurring any untoward physical penalties. Should they try to exceed their allotted power handling capacity however, spells may misdirect or miscast, and possibly affect the spellcaster (at DM's discretion). Likewise the inexperienced (spell user or other) may be tempted to try to cast spells, with similar tragic results. This power is the energy which also causes magical artifacts to cast their charges or take effect, and is available for manipulation by ALL characters and classes. But, it is only effectively usable for spell casting by the clerical/necromantic fraternity, through experience, training, and mental ability. It is dependent to a small extent on race, and experience increases are reliant on class. By this latter method, the system attempts to alleviate some of the advantages accrued by class (in particular multi- or dual) ability and race, but yet allowing the classes reliant on magic, a greater scope and usage of their craft.

Determination of Base Power Handling Levels

As aforementioned, all characters have a basic handling capacity This level is calculated from initial ability scores, by allotting 2 points each, for every point of intelligence and wisdom, to a maximum of 19 & 18 (38 & 36 for power) respectively, and 2 points for each point of constitution below 20, i.e. a constitution of 19 scores 2 points and the minimum of 1 point scores 38 points. It is unlikely that characters will appear with the maximum levels, and still be non-spell using classed, as the higher scoring abilities help to determine choice of class, and, in addition, within this system, low constitution is an advantage to spell users. So in the initial ability/class fixing stage of character creation, this system may assist in determining or channeling personalities, by racial/ability limitations, and base power calculation, toward appropriate class. Also, in those initial stages of a character's existence, this system will allow the best in each class, the greatest use of their craft, and those of lower ability minimal or lesser use, again discouraging the less suitable.

Experience Level Development Scoring

As each magic using class magic using class advances in experience, so through the normal means of prayer or meditation, and training, they are able to develop their ability and increase the power levels they are capable of wielding. Each class is capable of developing and achieving this power handling capacity, but at differing rates; magic-users/illusionists for example, being more reliant on, and spending a greater proportion of time in research and development of this skill, gain in power usage levels more quickly than other classes. Thus the resulting power level gain per experience level is:

Magic user	–	40 pts per level
Illusionist	–	30 pts per level
Druid	–	15 pts per level
Cleric	–	10 pts per level
Ranger	–	6 pts per level
Bard	–	5 pts per level
Paladin	–	4 pts per level

Spell Casting Cost

The basic idea behind this system is to allow the spell caster the opportunity of casting the same spell on more than one occasion in a campaign, within a short space of time, without resorting to rest and spell recovery. This is achieved by "spell costing" i.e. to cast any spell, not only must it be known, and the material components be available (where necessary), but it will also require the release of a certain amount of energy. Thus the spells are given an energy cost rating applicable to class as shown in the chart (note: D.M.'s may cost permanent effect spells at double the normal level). These spell costs have been calculated from the maximum power score available to each class, at each level, to enable 3 castings, within a short period, of the maximum level spell available; e.g., a 6th level Druid with maximum power handling capability, will be able safely, to cast a 4th level spell 3 times (or lesser ones more often).

base power + level score = 102 + (6 x 15) = 102 + 90 = 192

4th level spell cost = 60 thus 3 spells cost 180

However this may be adjusted (as may be the whole system), to any point scoring base (e.g. 1pt, 2pt, 3pt upward . . .), that will suit the individual D.M.'s requirements.

Spell "Cost" per Class

SPELL LEVEL	1	2	3	4	5	6	7	8	9
CLASS									
Magic User	45	70	100	125	150	190	220	245	270
Illusionist	40	60	80	110	130	150	170	90*	90*
Druid	35	40	45	60	75	85	90	NIL	NIL
Cleric	35	40	50	55	60	70	85	NIL	NIL
Paladin	35	40	50	55	NIL	NIL	NIL	NIL	NIL
Bard	30	35	40	45	50	NIL	NIL	NIL	NIL
Ranger									
Magic User	45	70	NIL	NIL	NIL	NIL	NIL	NIL	NIL
Druid	35	40	45						

*1st level Magic user spells at double "cost".

Examples:

a). Human Illusionist 1st level — Base level = 92
Int. 17 Wisd. 14 Const. 5 — Exp. level = 30 — = 122pts
Spell "cost" = 40 thus this character may cast 3 spells in any period (or one spell 3 times) without resorting to spell recovery, or losing any one spell on one casting.

b). Elf Cleric 1st level — Base level = 82
Int. 13 Wisd. 15 Const. 12 — Exp. level = 10 — = 92pts
Spell "cost" = 35 thus 2 x 1st level spells.

c). Human Ranger 9th level — Base level = 74
Int. 17 Wisd. 15 Const. 15 — Exp. level = 54 — = 128pts
Spell "cost" = 45 Magic user thus 2 x 1st level spells.
Spell "cost" = 35 Druid thus 3 x 1st level spells.

d). Halfling Druid 9th level — Base level = 82
Int. 14 Wisd. 17 Const. 10 — Exp. level = 135 — = 217pts
Spell "cost" = 75 (5th level) thus 2 x 5th level spells or more at a lower level.

e). ½ Elf Cleric/Magic-User 1st level — Base level = 70
Int. 18 Wisd. 13 Const. 16 — Exp. level = 25 — = 95pts
Spell "cost" = 45 or 35 thus 2 x 1st level spells of either class.

f). Elf Fighter/Magic-User 1st level — Base level = 74
Int. 17 Wisd. 15 Const. 15 — Exp. level = 20 — = 94pts
Spell "cost" = 45 thus 2 x 1st level spells.

Other examples may be worked out in a similar manner including base scores for non-spellusing classes.

Power Recovery

Although the powers detailed in this article come from agencies external to the spell caster, some time must be spent in rest and prayer/meditation, to restore the power handling levels of the spell caster. As with the current *AD&D* spell recovery procedure, these levels may be restored in a similar manner, depending on class. In addition to this means (i.e. rest/prayer/meditation), it is possible to recover energy over a longer period of time, without rest, in the normal course of study at the rates shown until the current maximum level is reached.

	per hour in rest	per day
Magic user	25 pts	5 pts
Illusionist	20 pts	4 pts
Druid	12 pts	2 pts
Cleric/Ranger/Paladin	10 pts	2 pts
Bard	8 pts	1 pts

Multi and Dual Class Characters

Where a character opts to include a spell casing role in a multi- or dual class, only the experience level calculation will be affected.

When a multi-class character has a dual spell casting role, e.g. cleric/magic-user, experience level points are gained at the rate of half the combined class total; thus, for the previous stated case it is at the rate of 25 pts per level (½[10 + 40] = 25.) If the class includes only one spell casting role, e.g. a fighter/magic-user then the experience level gain is at the rate of half the single class score. The calculation of base rates and the cost of spells remain the same for each class.

In the case of human dual class characters, the role being played after the changeover determines the experience level gain. If the previously stated cleric/magic-user case becomes a human dual class, then the character is played as a cleric to the required level at 10 pts per level, and then as a magic-user at 40 pts per experience level. At the changeover, only the base power level is retained, all experience level gains for the cleric will be disregarded when operating as a magic-user. However, if it is wished that the player operate as a cleric, then the experience level power gained as that class may be utilised up to the level reached. (Note: the base power level will be the same in both classes.) At no time may either class use any experience level energy gained within the other class. This will prevent the possible occurence of, for instance, a high level magic-user employing that class's high power handling capacity, to operate as a lower level cleric, thus gaining the ability to cast numerous low level clerical spells without resorting to power restoration.

In conclusion, I feel that this system (being somewhat similar to psionics, which may also be adapted to fit), will allow the spell casting fraternity a greater flexibility than the current system, without allowing the game to degenerate into one of magical spell battling ad infinitum! It achieves this by limiting the highest level spells available at each level of experience, to be cast only 3 times without power restoration and by causing greater thought to be given to energy expending, due to the length of time taken to restore power handling abilities. For example, a 5th level spell user (dependant slightly on class), will regain the equivalent of one 5th level spell in 6 hours, and two in 12 hours. Under the current *AD&D* rules it would take 8 hours to regain as many spells at that level as he/she is entitled to know. This spell system allows greater spell usage but longer renewal.

In developing this system I have tried to calculate levels and scoring to allow each class optimum spell use, taking into account factors such as spell level to experience level rating, additional means of attack/defence, class spell type, and the basic premises of spell use put forward in the *Dungeon Master's Guide*, whilst trying not to leave the game open to unlimited spell use. I have yet to incorporate the use of magical artifacts into this system.

As might be gathered, my sympathies lean more towards sorcery than swords. I'm also fond of Dragons! ■

Non-Magic Items

THE BANCER
by Steven Norledge

The bancer is a weird plant which could easily be mistaken for a teasel by the untrained eye (80% chance). Druids and rangers, however, can easily distinguish the two (only 20% chance of failure). Bancers are capable of slow movement by vigorously vibrating their roots. Hard earth or rock makes movement impossible thus live bancers are very rarely found here.

Collectively, bancers have a higher degree of intelligence and are able to communicate with a limited form or empathy.

They have no means of attack, and they are not magical, but their seeds make them very dangerous. If approached within 3", vibrations in the soil are amplified through hairs on the root. This causes their seeds to be released. These are made of a glass-like substance, are needle shaped and about 1mm long. When released from the plant they flow through the air towards warm-blooded creatures or other heat sources such as fires. The reason for this is unknown but the great sage, Brando the Smooth, suggests that it is because rotting vegetation gives off heat and is also a suitable place for germination to take place. If they make contact with the skin of a creature, they sink in and break up, releasing a fairly strong acid. This causes a nasty rash. If exposed to a 'cloud' of seeds for more than one turn, the victim will suffer a loss of 1–4 points of charisma +1 per turn over two turns. If any of these seeds are inhaled, they will enter the bloodstream and then the heart. When the seeds reach the heart, there is a 25% chance that each will break, releasing its dose of acid. This will cause terrible internal bleeding that will result in death in 2–24 hours, unless a *cure critical wounds* is utilised. Only 1–20 will be inhaled per round and half of these will not reach the heart as they will stick in the lungs (20% chance of causing cancer of the lung). If ingested they will cause jaundice 30% of the time and death 70% of the time. Thus bancer seeds are a prized poison. They are worth approximately 200–800 gp per ounce (the seeds from five bancers). There is also a 15% chance that a seed will get in the eye and cause temporary blindness in each eye affected lasting 1–6 hours (remember the lack of sight in one eye will affect combat as the afflicted will be unable to judge distance).

This threat, however, is only present during summer months and during the winter months local inhabitants will harvest the bancer root. This root has special properties. If cooked and eaten, it will double healing rate and give +1 protection against poisons. If the root is crushed and mixed with powdered Hemalite gems (50 gp worth) and water, a potion will be made that causes any fighter to fight at +2 'to hit' and +1 on damage.

The green stem is also harvested by alchemists and physicians because it can be powdered into an addictive drug worth 100–200 gp per 'fix'. Each 'fix' will induce the taker into a state of moderate intoxication and produces a stimulant effect.

ASSASSIN'S GARROTTE
by Roger E. Moore

This is a simple length of wire, about 2' long, with wooden or metallic handles on either end. It can be disguised as part of a belt, hidden in clothing or armour, or made to look like some other item. It can be used against any creature that has an unarmoured head and neck as a means of strangling them. Use of this weapon should be restricted to assassins only, or to evil fighters and thieves in addition. If a successful score to hit is made from behind (discount dexterity and shield bonuses for armour class, and put all classes but assassins at a -2 to hit) the normal odds for immediate assassination are rolled and the victim loses consciousness in one round, dying 1–3 rounds later. Otherwise 1–6 points damage, plus strength bonuses of the assassin, are inflicted on the victim per round thereafter until the wire can be removed or the assassin slain. The victim must use at least one hand to keep the garrotte from strangling him right away, but may attack with a weapon in the other hand at -2 to hit odds.

STEEL-KNUCKLE DAGGER
by Roger E. Moore

This item is a normal dagger with a special grip of metallic rings, much like a pair of knuckle-dusters or brass knuckles. When using this item it is 80% likely that the dagger will not be dropped if held, regardless of what happens to the user. The dagger will also double as a pummeling weapon, giving a +15% bonus on the *Dungeon Masters' Guide* pummeling table, p.72, like an improved metal pommel. This is popular with thieves and assassins as well as fighters and rangers. Steel knuckles are not very effective with other sorts of weapons.

DAGGER/SWORD
by Ben Hopkins

This appears to be a normal sword but a button may be found in its hilt. If it is pressed a 6" dagger will spring out of the hilt, through the pommel. The force is sufficient to pierce flesh and a 13 must be rolled to pierce leather and 18 for studded leather or ringmail if it is pressed when the pommel is directly next to the victim.

They can only be Broadswords, Longswords, Bastard swords or Scimitars and damage is that of a normal dagger.

Next issue's *Treasure Chest* will feature **Special Rooms, Tricks and Traps.** Submissions must be received by 1st March 1981. ■

CLASSIFIED

All classified ads must be prepaid at the rate of 5p per word. Please send copy and payment to White Dwarf, 1 Dalling Rd., London W6, making cheques/POs payable to Games Workshop Ltd.

Job Opportunity
Games Workshop require Mail Order Assistants and Trade Order Assistants to work in our Harlesden warehouse. Although a knowledge of games is preferable, applicants must show initiative and an aptitude for hard work. We operate flexitime, and offer a good salary for the right people. Please write to Peter Darvill-Evans, Games Workshop, 17/18 Hythe Road, London NW10 for an application form.

TSR Hobbies (UK) Ltd
Need an R & D Assistant/Computer Operator. TSR are looking for someone to assist the Promotions Manager and to operate our mini-computer. That someone will be a knowledgable games player, able to write good English, a hard and dedicated worker and committed enough to seize the opportunities this fast growing company offers. The position is in Cambridge: *salary is negotiable. Reply with CV to: Mr. Tom* Kirby, TSR Hobbies (UK) Ltd., The Mill, Rathmore Road, Cambridge CB1 4AD.

Figures Offer
Citadel/Ral Partha painted science fiction units – Marine and Mercenary as per STA rules. Middle Earth painted units plus assorted *D&D* figures. Please write to: Neil Constable, 57 Holly Mount Close, Exmouth, Devon EX8 5PQ inc. an SAE.

Friends & Foes
Membership brings you particulars of likeminded penfriends/opponents straight away, plus your name circulated for a year amongst new members: overseas gamers welcome: send £2 for immediate membership, or stamp for more info to M.P.L., 11 Old Town St. Plymouth, Devon.

Traveller's Journal Wanted
British gamer desperate for *TASJ* No. 4 would like to hear from US gamer who is willing to swop for a pristine *Dragon* (have issues 1-20) or an original *Wyrm's Footnotes* from 1-4. Contact: J. Chillingworth, 9 Honeywood Close, Potters Bar, Herts. Tel: Potters Bar 57962.

Traveller Magazine
Alien Star: Issue one out now, twenty four A4 pages; contains: merchant service, scenarios, ship plans and much more. Send 60p+15p p&p to Robert McMahon, 16 Egdon Drive, Merley, Wimborne, Dorset.

Farmoon
A postal fantasy/mediaeval campaign. Anyone interested in joining send an SAE for details to: Mark Feeney, Farthings, Tarrant Gardens, Hartley Whitney, Basingstoke, Hants. RG27 8NE.

Bado Daraka La Mtu Katika Mambo Cheza Kuma Gazetingine
What strange artifact awaits on page 2? What are the secrets of the cult of *TSR?* Find out, in issue 3 of *DragonLords* (featuring the legendary Simon Washbourne). Available for 50p+10p p&p from: Mike Lewis, 5 Yew Tree Close, Broadstairs, Kent.

Minifigs ME Range
Over 500 figures from the Minifigs Mythical Earth range for sale. All in good condition, 70 painted. Offers to: Mark Young, 39 Mannings Close, Pound Hill, Crawley, Sussex.

For Sale
The four *AD&D* books (hardbacks), excellent condition plus accessories; worth £42.95, accept £25. Thousand point, 25mm Byzantine army (unpainted) plus rules; value £30, accept £20. Phone Mark, 01-642 6416.

CLUBS

SCARBOROUGH, NORTH YORKSHIRE
Scarborough Wargames Society
Games: *AD&D,* various SF games, boardgames and wargames.
Time: Saturday 2 pm.
Place: New meeting place to be confirmed.
Contact: Peter Anderson, 2 Beech Drive, Scalby, Scarborough YO13 0NP. Tel: (0723) 64648.

PORTSMOUTH AND SOUTH HAMPSHIRE
The South Hants Association of Down and Out Weregamers (SHADOW).
Games: *D&D, AD&D, Traveller* and most other FRP games.
Time: Saturdays 2-10 pm.
Place: Portsmouth Community Centre, Malins Road, North End, Portsmouth.
Contact: Craig Cartmell, Havant 477978. *Or* The secretary, 9 Vernon Court, London Road, North End Hants.

MAIDSTONE, KENT
Maidstone Wargames Society
Time: 2pm, third Saturday in month.
Place: Methodist Church Hall, Bower Mount Road, Maidstone.
Games: *D&D,* any wargames.
Contact: Graham Armstrong, 12 Ashford Road, Maidstone, Kent ME14 5BH.

BRISTOL
Gaming Group
Games: *AD&D* and other Role Playing.
Time: Saturday or Sunday afternoons.
Place: Members' homes.
Comments: Aged 12-16 please don't all rush once.
Contact: C. Richardson, 57 Coombe Bridge Ave, Stoke Bishop, Bristol. Tel: Bristol 686417.

NORTH – MANCHESTER
Proposed Club
Games: Mainly *AD&D.*
Time: Saturdays.
Place: 6 Hamilton Rd., Whitefield, Manchester.
Comments: For boys aged about 12-16.
Contact: Jeremy Stanley, 6 Hamilton Rd., Whitefield, Manchester M25 6QW. Tel: 061-796 0218.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

AD&D Rugby
Players wanted in the Rugby and Lawford area to form group. Minimum age 14. Contact: Alan Jones, 13 The Circle, Lawford Heath, Rugby, Warwickshire.

Wanted
Any *D&D, C&S, RQ, Arduin Grimoire, AD&D, T&T, Traveller,* Fantasy wargamers any scale. Unless you lazy @!?&* get off your @/%!† and show some interest in your @*@!ing hobby it's gonna go the same way as the *Titanic.* Above mentioned players contact: Max Bantleman on 01-807 5202 between 7pm-7am and day. Meetings at Enfield Wargames Group, Enfield, North London – Mondays 7-10:30 pm.

FRP London
Are there any players, of drinking age and over, in S/SW London interested in forming a club for *Mortal Combat, C&S, RQ, EPT?* Contact Steve Foster, 69 Chestnut Grove, Balham, London SW12. Tel: 01-673 1045.

D&D/T&T Helston
Player aged 16 would like to meet fellow players or take part in a postal campaign. Contact R. Nott, Rosslyn, Wellington Rd., Porthleven, Helston, Cornwall.

Wanted
Could someone please lend me a copy of *Underworld Oracle 1?* I would also like to find out about the Aborigine. Contact M.E. Jerome, Holme House, Addingham, Nr. Ilkley, Yorks.

D&D Players Wanted
For long-running campaign S.E. London. Contact Dave, 27 Thakeham Close, Sydenham, London SE26. Tel: 778 3080.

Wanted
Players for postal science fiction game. Send SAE for details. Contact James Dean, 65 Marlborough Park Avenue, Sidcup, Kent.

FRP Burton-on-Trent
Would any *AD&D, Traveller,* or any other sort of gamer who lives in the Burton-on-Trent or Burnham-on-Sea area please contact: Nick Gray, 4 The Green, Barton-under-Needlewood, Burton, Staffs.

Starweb Baltimore
Baltimore Area Starweb Gamers seek opponents/allies for game of *Starweb* for people living in Baltimore-DC area. *Starweb* is a PBM concealed movement game of stellar conquest. Contact B.A.S.G., PO Box 3, Darlington, Maryland 21034.

AD&D Weston-Super-Mare
Will anybody interested in *AD&D* in Weston-Super-Mare or anywhere within a 20 mile radius please contact AC Steve Brunt, DST 28, STD SQD, RAF Locking, Weston-Super-Mare.

AD&D Hinckley
It exists! Two campaigns c/o HD Fat Europeans club. Will any other players in the area please make themselves known. Contact S. Whitmarsh, 39 Sharpless Rd., Burbage.

AD&D West London
Are you an *AD&D* adventurer or DM in West London? If so, contact Bill Preston, 13 Crondace Road, London SW6. Tel: 01-736 0123.

D&D Taunton
Players wishing to form a club in the Taunton area please contact T. Ellis, 2 Elms Estate, Monkton Heathfield, Taunton.

Experienced Referee
Invites 30 players to participate in an unusual amateur (free) postal empire-building campaign. The first thirty applicants will receive rules etc., please send a large SAE to: The Warleader, 123 Turney Road, Dulwich, London SE21.

FRP Scunthorpe
Are there any *D&D* or other FRP games players in the Scunthorpe area? If so please contact Mark Taylor, 19 Melford Court, Scunthorpe. Tel: 57515.

Mannerheim-Con '81
Will be held 14-16 Feb '81, Mannheim, Germany, featuring Boardgames, RPGs and Miniatures. For more information contact: Raymond Norton, Grenadier Strasse Kriegspiel Society, 181 Trans. Bn., APO New York 09166.

Hartlepool Wargames Society
Are holding a convention in the Town Hall on March 7, featuring trade stands, wargames and re-enactment societies. Anyone interested please contact: Chris Bolton, 21 Wharton Street, Hartlepool, Cleveland TS24 8BQ.

Interested
In playing wargames and role-playing games. Are there any clubs in north west or central London looking for new members, or individuals wanting to form a club? Contact Michael Orwin, 26 Brownlow Road, Willesden, London NW10. Tel: 965 4676.

AD&D St Albans
16-yr old player would like to join club in St Albans district. Contact: Paul Sheehan, 15 Winddridge Close, St Albans, Herts. Tel: St Albans 58988.

D&D Sutherland
18 year old newcomer to *D&D* seeks other players in Sunderland area. Please contact: Colin Ginson, 29 Eastfield Street, High Barnes, Sunderland, Tyne and Wear. Tel: Sunderland 51186.

GAMES UNLIMITED

BARCLAYCARD VISA

Probably the largest selection of Games you will ever see

2, Castle St., Kingston
Tel: 01-549 6486

THE FANTASY FIGURES THE UNDERWORLD WAS WAITING FOR.....

chronicle
Miniatures

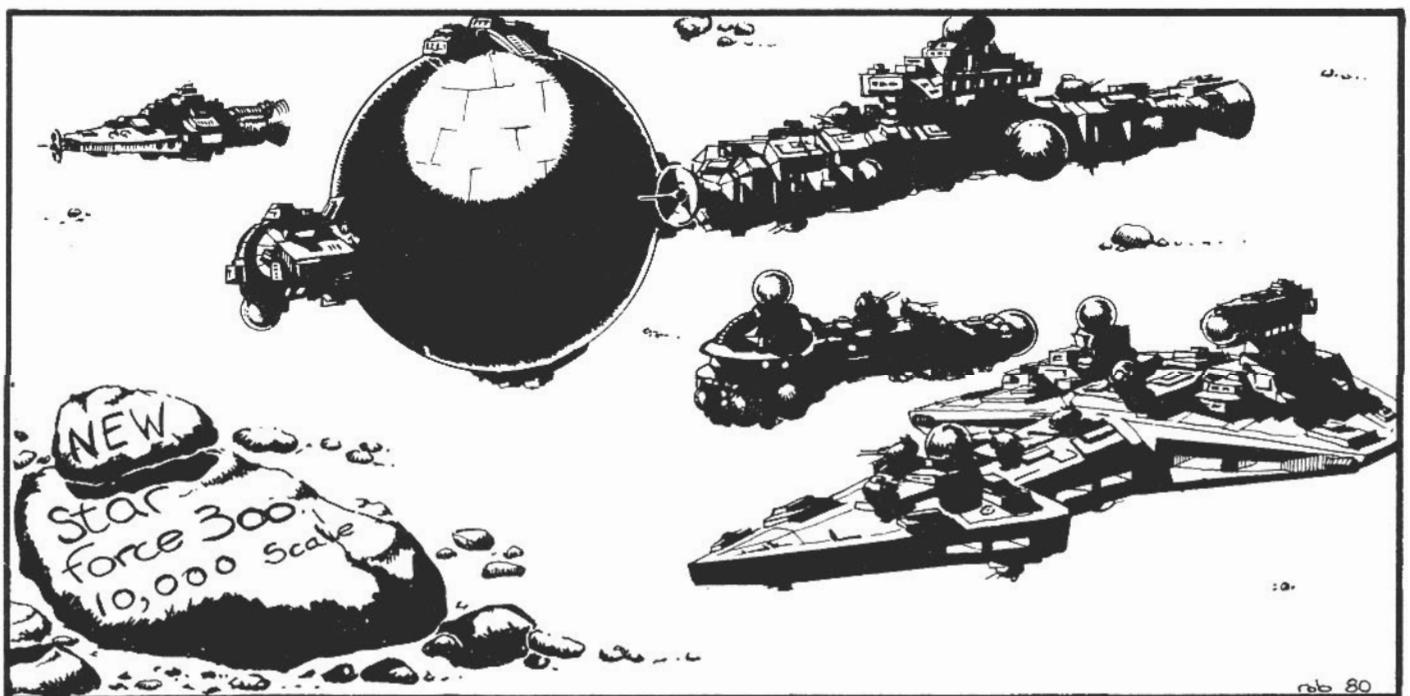
ADVENTURERS
CF1: Cleric with mace
CF2: Druid with spear & shield
CF3: Wizard
CF4: Illusionist with wand
CF5: Fighter with sword and shield
CF6: Dwarf Fighter in chain mail with hammer
CF7: Fighter/Henchman. Left-handed with equipment and lantern
CF8: Ranger with sword, shield and bow
CF9: Elf Fighter/Wizard
CF10: Thief back-stabbing
CF11: Dwarf thief sneaking
CF12: Assasin
CF13: Assasin with dagger and garotte behind back
CF14: Henchman/Hireling with carrying pack, lantern
ALL THE ABOVE @ 25 PENCE

CREATURES & MONSTERS
CM1: Hill Giant.....45p
CM2: Ogre with Club.....35p
CM3: Bugbear.....30p
CM4: Zombie.....22p
CM5: Mummy.....22p
CM6: Werewolf.....28p

CF7

Please add 10% P&P. Minimum 25p (£10 & over Post Free)
Overseas please add 33%. Airmail please add 50%
TRADE INQUIRIES WELCOME
Full Lists of New Ranges Next Month

ORDERS TO: Chronicle Minatures
Unit 22, Blaenau Gwent Workshops
Pond Road, Nantyglo, BRYNAWR, GWENT.
TEL: 0495 312851 / 0495 333748



STARFORCE 300 1/10,000th Scale.

NSF4 CRUISER (PARIS CLASS)
NSF5 TANKER (ATHENS CLASS)
NSF6 CRUISER (SHARK CLASS)
NSF7 DREADNOUGHT (DRAGON CLASS)
NSF8 EXPLORER (DRYAD CLASS)
NSF9 CRUISER LT (BANSHEE CLASS)
NSF10 TRANSPORTER (TROLL CLASS)
NSF11 DRIVE UNITS TO UPRATE FTL. EXPLORER
NSF12 SPACE LINER (ATLANIC)
NSF13 STAR DESTROYER (GNOLL CLASS)
NSF14 RIM RAIDER (MORGAN CLASS)
NSF15 ASSAULT SHIP (HUNTER CLASS)

CLEAR BASE AND WIRE INCLUDED

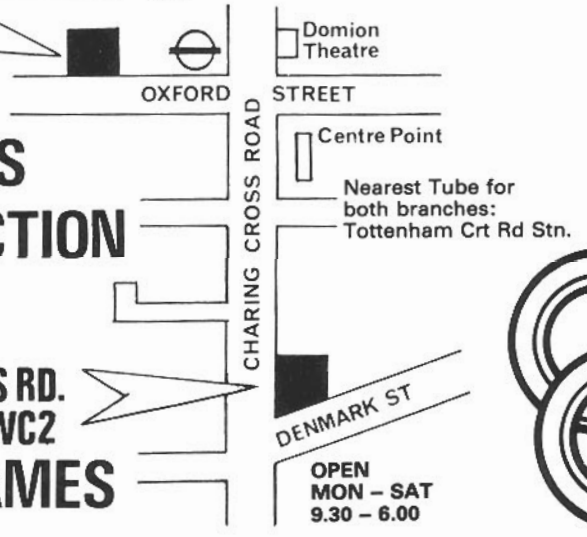
SEND S.A.E. FOR PRICE LIST to Q.T.MODELS. 10 QUEEN ST. BRIDLINGTON. YO15 2SF.
TELE. 0262 70421.

THE LARGEST SELECTION OF GAMES IN THE WORLD

When you visit our shops you can be certain to find the games you want.
We stock over 4000 different items.

22 OXFORD STREET LONDON WI
(Special Dept: First Floor)

FANTASY
WAR GAMES
SCIENCE FICTION



THE FANTASY SPECIALISTS

126 CHARING CROSS RD. LONDON WC2
GENERAL GAMES

GAMES CENTRE

VISIT:

RYE STAMP & HOBBY SHOP
190 RYE LANE
PECKHAM
LONDON SE15

TELEPHONE 01-639 5097

NORMAL SHOP HOURS
CAR PARK OPPOSITE

WAR GAMING
FANTASY AND TRADITIONAL

Stockists of Mini-Figs, Citadel, Asgard, Ral Partha, Hinchliffe, Skytrex, QT Models, Historex, Avalon Hill, TSR, Judges Guild, Philmar, Blandford, W.R.G., Newbury Master Models, Osprey, etc., etc.....

OVER 2000 MODELS ON DISPLAY
Sometimes fine painted D&D figures for sale.

FOREVER PEOPLE
NOW HAS TWO LOCATIONS

BRISTOL
59 PARK STREET
Tel. 0272 25454

BATH
14 KINGSMEAD SQUARE
Tel. 0225 66474

BOTH SHOPS ARE OPEN SIX DAYS A WEEK, 10AM-6PM

S. F. BOOKS
DUNGEONS & DRAGONS
MARVEL & D.C. COMICS
MINIATURE FIGURES
POSTERS, BADGES
UNDERGROUND COMIX
WARREN MAGAZINES
TRAVELLER, RUNEQUEST
HIGH TIMES, ART BOOKS
S. F. FILM MAGS ETC

SEND S.A.E. FOR MAILORDER

STOP PRESS

BLACK DONALDS

22 THE SQUARE, HUNTLY,
ABERDEENSHIRE. Tel: 0466 2002

AT LAST A FULLY STOCKED GAMES SHOP
IN THE NORTH EAST OF SCOTLAND

Stock in depth already --
Dungeons & Dragons:
Traveller, Avalon Hill, Yacquinto,
Fantasy Games Unlimited: Citadel Figures

MUCH MORE TO FOLLOW

For an efficient, friendly service by gamers for gamers. (Proprietors: **Jim and Carol Waugh**)

Mail Orders to North of Scotland post free
S.A.E. for details

BARCLAYCARD VISA

Dungeons & STARSHIPS LTD.
Games Specialists

Buy it with Access

Dungeons & Dragons. City State Of The Invincible Overlord. Stalag. Gangster. Lost Abbey Of Calthonwey. Armies & Enemies Of Ancient China. Korsun Pocket. 4th Dimension. Becket. Election X. Cosmic Encounter. Ironclads. Machiavelli. Outdoor Survival. Afrika Korps. Wooden Ships & Iron Men. Robin Hood. Normandy. La Belle Alliance. Campaign For North Africa. Double Star. Air War 1980. Snit's Revenge SPI Football. Up Scope. Terrible Swift Sword. Horsburgh. Imperium. War In The West. Operation Crusader. The Kinunir. La Bataille De Preussen-Eylau. Wolfenberg Castle. The Dungeon Master's Guide. Ares Gigafire. Artifact. Intruder. Tunnels & Trolls. Brit Rail. In Search Of The Unknown(B1). Tegel Manor. The Dragonlords. All The World's Monsters. Arden. Against Four Worlds. Bushido. The Longest Day. Dungeon Floorplans. Third Reich. Polyhedral Dice. Starfall. Kandroc Keep. Starships & Spacemen. The Ruins Of Doom. High Fantasy. First Fantasy Campaign. Market Doom. Demon Dice. Ogre. Invasion Of The Air Eaters. Death Test. Citadel. Villains & Vigilantes. Mayday. Yalu. Strategy 1. Samurai. Invasion:America. Top Secret. Wars. Tyre. King Arthur. Ardennes Quad. Lemmings. War Of The Ring. Napoleon. Gamma World. Caesar's Legions. NBA Basketball. JFK. Nukewar. Indian Civil War. Dover Patrol. Campaign. Metropolis. 1829. Direct Confrontation. Elephnb. Once Upon A Time In The West. Darkover. Class Struggle. Fantasy Tyre To Vienna. Warship Command. Dungeon Master's Screen. Fight In The Dragon Crown. Panzer Pranks. White Death. Spacefarer's Guide To The Planets. Superhero 20-4. Melee. Swordquest. Merita-Merkur. Fire & Steel. Go. Mystic Wood. War In Europe. Swords & Sorcery. Kiev. Bloody April. Angola. Squad Leader. Sniper. Patrol. Alexander The Great. Pinnhofen's War. Advanced Dungeons & Dragons. Starship Troopers. Hexagony. Speed Circuit. Sea Lord. White Dwarf. Modern Battles II. Motorway. Micro-Medieval. Tactics II. Swordplay. Red Sun. White Eagle. Thieves Fortress Of Badabaskor. War At Sea. Flat Tire. Cerberus. Midway. Camoral To Arl. Sea Command. Rogues Gallery. The Awful Green Things From Outer Space. Survival Of The Fittest. Werbosh. Raiders & Traders. Runequest. Space Marines. Mines Of Mendav. City of Terrors. Ian Ocean Adventure. Belter. In The Labyrinth. Soldiers. Global War. Empire. NATO Divisional Commander. Kingmaker. The 20th Maine. Football Strategy. Foreign Exchange. Ploy L'Attaque. The Great Escape. Grand Imperialism. Seastrike. Kingdoms Micro-Ancients. Diplomacy. Pro-Basketball. Encounter Expansions. Men Vs. Animals. Cosmos. Mortal Combat. 3011B1-'2BOAD Ancients. Hal Giant King Dr. Hellpits of Nightfang. White Bear Red Moon. The Caverns Of Thracia. Sa & Saurians. Warp War. Beda Fomm. Bloodtree Rebellion. Fall Of Tobruk. System

Perhaps The Best Selection of Games You Will Ever See....

This advert shows a part of our entire range, why not write for our full price list (enclosing a stamped, addressed envelope) or order with ACCESS/BARCLAYCARD, either in writing or by telephone.
OPEN: MONDAY-SATURDAY 1000-1730 (5.30PM).

THE MIDLANDS PREMIER GAMES SHOP
Fantasy SF & Wargames
45 Summer Row Birmingham B3 1JJ.
021 233 1302

THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of Crane, sit in your great wagon awaiting news from your swift searching outriders. Suddently hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given "To arms . . . to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be enfilade right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the ***TRIBES OF CRANE . . . .***

The **Tribes of Crane** is a unique correspondence game, allowing for interaction between players and the fantasy world of Crane and each other through a continuous game that may be entered at any time.

As a new player you will start as the chief of one of the many wandering tribes of Crane. Perhaps your tribe will be of the Sea people or Caravan merchants.

As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

The land of Crane is a complete fantasy world with a full range of geography from the permanent ice of the polar regions, to the deserts, and tropical forests of the equator.

Cities dot the continents of Crane providing centers of trade and homes for the powerful Shamans and King Lords.

The creatures of Crane are as varied as its geography. Cattle goats and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a hugh bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The games objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The Tribes of Crane may be entered for £6.25, which includes the first five turns, a rule book, and all necessary material except postage. Thereafter turns are £1.25 each. A rule booklet may be purchased separately for £3.50.

US Readers - Please contact Schubel & Son, Sacremento, California.

Send to: **Mitre Wargames**
29 High Street
Maidstone
Kent

Name . . . . . .

Address . . . . . .

. . . . . .

. . . . . .

Games OF LIVERPOOL

50-54 MANCHESTER ST., LIVERPOOL L1 6ER Tel: 051-236 2605

OPEN: Mon.-Sat. 9am to 5.30pm

FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

FANTASY GAMES UNLIMITED

*NEW *SPACE OPERA £10.95
*NEW *LAND OF THE RISING SUN £10.95
*NEW *ODYSSEUS £2.95

Archworld	£3.50	The Dragonlords	£7.95	Middle Sea	£13.95
Arden	£5.95	Fire, Hack & Run	£1.95	Rapier & Dagger	£1.95
Bireme & Galley	£7.95	Flash Gordon	£3.50	Royal Armies	£2.95
Blue-Light Manual	£3.25	Fortification Plans	£3.75	Saurians	£8.95
Bunnies & Burrows	£3.75	Frederick the Great	£2.95	Skull & Crossbones	£8.50
Castle Plans	£2.99	Galactic Conquest	£2.50	Space Marines	£4.50
Chivalry & Sorcery	£5.95	Gangster	£7.50	Starships & Spacemen	£3.95
C & S Sourcebook	£4.95	Gladiators	£1.95	Swords & Sorcerors	£4.95
Citadel	£1.95	Homes & Hovels	£2.99	Towers for Tyrants	£3.99
Colony Delta	£8.95	Legion	£2.50	Villains & Vigilantes	£3.95
Conquest N. America	£5.50	Lords & Wizards	£7.95	War of the Ring	£7.50
Destrier	£3.50	Mercenary	£7.50	Broadsword	£2.25

TRADE ENQUIRIES WELCOME

ZARGONIANS

DIE-CUT CARDBOARD FIGURES

£2.25 per packet

CREATURE SETS CONSIST OF THREE **IDENTICAL** SHEETS OF TWENTY FOUR DIFFERENT CREATURE COUNTERS. EACH COUNTER IS 1½ x ¾ INCH.

CREATURE SET I: 60 Dwarf Warriors, 6 Dwarf Clerics and 6 Dwarf Leaders.
CREATURE SET II: 60 Orc Warriors and 12 Orc Leaders.
CREATURE SET III: 6 Bombardier Beetles, 9 Boring Beetles, 6 Fire Beetles, 3 Rhinoceros Beetles, 6 Giant Spiders, 12 Large Spiders, 6 Huge Spiders, 3 Dimension Spiders, 6 Ticks, 9 Wasps, 3 Scorpions, 3 Scavangers.
CREATURE SET IV: 6 Harpies, 6 War Dogs, 6 Hellhounds, 3 Salamanders, 3 Metal Seekers, 3 Brain Eaters, 3 Medusae, 3 Intelligence Seekers, 3 Cockatrice, 15 Bloodsuckers, 3 False Dragons, 3 Satyr, 3 Imps, 3 Created Familiars, 3 Demon Familiars, 3 Brownies, 3 Nymphs.
CREATURE SET V: 30 Skeletons, 21 Ghouls, 21 Zombies.
CREATURE SET VI: 21 Giant Frogs, 6 Giant Toads, 3 Ice Toads, 30 Troglodytes, 9 Killer Frogs, 3 Basilisks.
CREATURE SET VII: 54 High Elfs, 12 Grey Elfs, 6 Black Elfs.
CREATURE SET VIII: 18 Lizardmen and 54 Hobgoblins.
CREATURE SET IX: 21 Rats, 33 Ants, 9 Warrior Ants, 9 Centipedes.
CREATURE SET X: 3 Porcupines, 3 Skinks, 6 Weasles, 6 Wild Boars, 3 Jaguars, 3 Leopards, 3 Lynx, 3 Puma, 6 Hyenas, 6 Grey Apes, 3 Gorillas, 3 Otters, 3 Black Bears, 3 Owls, 3 Wolverines, 15 Gargoyles.
CREATURE SET XI: 21 Shadows, 18 Wights, 12 Wraiths, 9 Mummies, 6 Spectres, 6 Vampires.
CREATURE SET XII: 48 Bandits and 24 Berserkers.

LARGE CREATURE SETS CONSIST OF THREE **IDENTICAL** SHEETS OF FIFTEEN DIFFERENT CREATURE COUNTERS. EACH COUNTER IS 1 x 2".

LARGE CREATURE SET I: 3 Dragon Cubs, 3 Andro-Sphinx, 3 Crio-Sphinx, 3 Gyno-Sphinx, 3 Hieraco-Sphinx, 6 Lammasu, 3 Chimera, 6 Shedu, 12 Centaurs and 3 Brown Bears.
LARGE CREATURE SET II: 9 Griffons, 9 Hippogriffs, 3 Ki-Rin, 3 Pegasi, 6 Minotaur, 3 Nightmares, 3 Manticora, 3 Unicorns and 6 Ax Beaks.
LARGE CREATURE SET III: 21 Bugbears, 9 Trolls and 15 Ogres.
LARGE CREATURE SET IV: 9 Lions, 6 Spotted Lions, 3 Slugs, 6 Yeti, 3 Flightless Owls, 3 Tigers, 3 Sabre-toothed Tigers, 3 Dire Wolves, 3 Winter Wolves, 3 Constrictor Snakes and 3 Poisonous Snakes.
LARGE CREATURE SET V: 3 Mounds, 3 Invisible Servants, 3 Beholders, 3 Couatl, 6 Dimension Beasts, 3 Gorgons, 3 Stalkers, 3 Lopey, 3 Rakshasa, 3 Ropers, 3 Hulks, 3 Weirds, 3 Will O' Wisp and 3 Wind Walkers.
LARGE CREATURE SET VI: 15 Light Cavalry, 15 Medium Cavalry and 15 Heavy Cavalry.

DRAGON SETS CONSIST OF SIX INDIVIDUAL DRAGONS. EACH DRAGON IS 3 x 7".

DRAGON SET A: Diamond Dragon, Red Dragon, Silver Dragon, Blue Dragon, Black Dragon and Copper Dragon.
DRAGON SET B: Ruby Dragon, Gold Dragon, Green Dragon, Brass Dragon, White Dragon and Bronze Dragon.

STAND SET II: 36 stands suitable for use with Giant Creature Sets.
STAND SET III: 45 stands suitable for use with Large Creature Sets.

TRADE ENQUIRIES WELCOME

UNLIKE THE CREATURE SETS, THE CHARACTER SETS ARE MADE UP OF THREE DIFFERENT COUNTER SHEETS. CHARACTERS ARE MALE AND FEMALE OF ELVISH, DWARVISH AND HUMAN RACES.

CHARACTER SET A: 1 Succubus, 1 Lamia, 1 Ghost, 1 Ranger, 2 Druids, 3 Monks, 6 Thieves, 3 Assassins, 3 Paladins, 18 Magicians, 21 Warriors and 12 Clerics.
CHARACTER SET B: 1 Banshee, 1 Lich, 1 Hag, 1 Paladin, 3 Rangers, 2 Druids, 3 Monks, 6 Thieves, 3 Assassins, 13 Magicians, 15 Clerics, 23 Warriors.

STAND SET I: 48 stands suitable for use with Zargonian Creature Sets I-MII and Character Sets A & B.

GIANT CREATURE SETS CONSIST OF THREE **IDENTICAL** SHEETS OF SIX DIFFERENT CREATURE COUNTERS. EACH COUNTER IS 1½ x 3".

GIANT CREATURE SET I: 3 Cloud Giants, 3 Fire Giants, 3 Frost Giants, 3 Hill Giants, 3 Stone Giants and 3 Storm Giants.
GIANT CREATURE SET II: 3 Djinni, 3 Efreeti, 3 Air Elementals, 3 Earth Elementals, 3 Fire Elementals, and 3 Water Elementals.
GIANT CREATURE SET III: 3 Lion Worms, 3 Land Sharks, 3 Cave Bears, 3 Spirit Nagas, and 3 Guardian Nagas.
GIANT CREATURE SET IV: 3 Treants, 3 Crocodiles, 3 Fire Lizards, 3 Minotaur Lizards, 3 Giant Lizards and 3 Subterranean Lizards.
GIANT CREATURE SET V: 3 Titans, 3 Two-headed Giants, 3 Clay Golems, 3 Flesh Golems, 3 Stone Golems and 3 Iron Golems.
GIANT CREATURE SET VI: 3 Demons Type 1, 3 Demons Type II, 3 Demons Type III, 3 Demons Type IV, 3 Demons Type V and Demons Type VI.

TUNNELS & TROLLS FANTASY GAMES SYSTEM

Fantasy role playing at a reasonable price: Tunnels and Trolls Rules (revised edition). £3.50

Naked Doom, Solo Dungeon	£1.80
Sorcerer Solitaire, Solo Dungeon	£1.80
Buffalo Castle, Solo Dungeon	£2.00
Labyrinth, Solo Dungeon	£2.00
Deathtrap Equalizer, Solo Dungeon	£2.00
City of Terror, Solo Adventure	£3.50
Sword for Hire, Solo Dungeon	£2.40
Dargon's Dungeon, Solo Dungeon	£2.40
Beyond the Silvered Pane	£2.25
Arena of Khazan	£2.25
Weirdworld, Solo Dungeon	£1.80
Overkill, Solo Dungeon	£2.40
Dungeon of the Bear, Levels 1, 2, 3, Referees Dungeons each	£1.25
Uncle Ugly's Underground, Referee's Dungeon	£1.25
Goblin Lake, Solo Adventure	95p
Sorcerors Apprentice Mag. Issue 1, 2, 3, 4 each	£1.10

TRADE ENQUIRIES WELCOME

TRAVELLER

Basic set (books 1, 2, & 3)	£5.90
Mercenary: book 4 of Traveller	£2.90
High Guard: book 5	£2.90
1001 Characters: Traveller NPCs	£1.90
Animal Encounters: Traveller beasts	£1.90
Citizens of the Imperium: Traveller	£1.90
Spinwood Marches: Traveller supplement	£1.90
Kinunir: Traveller adventure	£2.45
Shadows/Annic Nova: Double adventure	£2.50
Azhanti High Lightning: Game/adventure	£14.95

DUNGEONS AND DRAGONS

D&D Advanced Players Handbook	£7.95
soft covers	£4.95
D&D Advanced Monster Manual	£7.95
soft covers	£4.95
D&D Advanced Referee's Screen	£4.95
D&D Basic kit includes introductory module (B1), dice set and basic rules	£6.95
D&D Basic Rules	£2.95
World of Greyhawk	£6.50
Deities & Demi-Gods	£7.95
Dungeon Master's Screen	£4.95
Player-Character sheets	£2.50
Rogues Gallery	£3.50

D&D ADVENTURES

G1	Lair of the Hill Giant Chief	£1.95
G2	Glacial Rift of the Frost Giant Jari	£1.95
G3	Hall of the Fire Giant King	£2.25
D1	Descent into the Depths of the Earth	£2.25
D2	Shrine of the Kuo-Toa	£2.25
D3	Vault of the Drow	£2.75
B1	In Search of the Unknown	£2.50
S1	Tomb of Horrors	£2.50
S2	White Plume Mountain	£2.50
C1	Hidden Shrine of Tamoachan	£3.50
T1	Village of Hommlet	£2.75
Q1	Queen of the Demonweb Pits	£3.95

YAQUINTO

Mythology: Gods & Heroes	£10.50
Swashbuckler: Fun & Ferocity	£4.95
Hero: Underground fantasy	£4.95
Starfall: Colonies in space	£9.95
Time War: Altering history	£9.95
Marine 2002: Tactical lunar combat	£11.95
Beastlord: Fantasy board game	£10.95

JUDGES GUILD SF/F PLAY AIDS

City State of the World Emperor	£8.95
City State of the Invincible Overlord	£6.50
Wilderlands of High Fantasy	£6.50
Fantastic Wilderlands Beyond	£6.50
Wilderlands of the Magic Realm	£6.50
Tegel Manor	£3.95
Thieves of Fortress Badabaskor	£1.99
Citadel of Fire	£1.99
Frontier Forts of Kelnore	£1.99
Dragon Crown	£1.25
Skulls and Scrapfaggot Green	£2.95
Under the Storm Giants Castle	£1.99
Dark Tower	£3.95
Judges Shield	£1.75
Treasury of Archaic Names	£3.50
Survival of the Fittest	£2.35
Operation Ogre	£2.25
Caverns of Thracia	£4.50
Verbosh	£4.50
Mines of Custalcon	£2.95
Escape from Astigar's Lair	£1.50
Temple of Ra	£1.50
Tower of Ulission	£1.99
The Maltese Clue	£2.95
Wilderlands of the Fantastic Reaches	£6.50
Portals of Torsh	£2.99
Rune Quest Judges Shield	£1.99

PHILMAR

Diplomacy	£6.95
Kingmaker	£7.75
Sorcerors Cave	£5.95
S.C. Advanced Expansion Kit	£2.75
S.C. Duplicate Area cards (60)	£1.75
S.C. Duplicate Treasure/Event cards	£1.25
Mystic Wood	£5.95
Imperial Governor/Strategos	£6.75

ACCESS
Buy it with Access

BARCLAYCARD

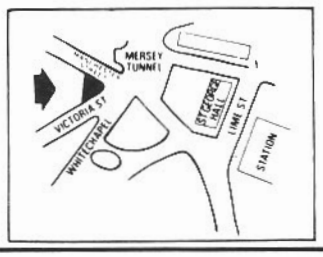
WHY NOT ORDER BY TELEPHONE USING ACCESS OR BARCLAYCARD save the trouble of sending a letter and cheque.

WE PREFER THIS METHOD – We can try to answer any queries and you will also be sure you are getting exactly what you want and sooner – normally by return of post

P&P. Order value over £4.00 – Free
Order value up to £4.00 – Add 10%

UK & BFPO ONLY

WE REGRET THAT WE CANNOT PROCESS ORDERS FOR FIGURES OR OVERSEAS ORDERS



'I SEE THE GAMES OF TOMORROW'

FROM

GAMES WORKSHOP

HEAD OFFICE: 17/18 HYTHE ROAD, LONDON, NW10 6RT. TEL: 01-960 4776

A New Challenge From TSR

If you are a fantasy games enthusiast, don't miss the Knights of Camelot™ adventure game, the exciting new challenge from TSR. Knights of Camelot is set in the legendary era of King Arthur and the Round Table, and involves dramatic adventures in the cause of virtue, chivalry and courage. Ask for Knights of Camelot at your local retailer.

Knights of Camelot — From TSR, the Dungeons and Dragons® people.

TSR Hobbies (UK) Ltd.,

The Mill,
Rathmore Road,
Cambridge CB1 4AD.
Tel: (0223) 212517